

GHOSTBUSTERS™

THE VIDEO GAME

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY FERNANDO BUENO

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FERNANDO BUENO



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In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet.

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GHOSTBUSTERS™ THE VIDEO GAME

INTRODUCTION

WELCOME, ROOKIE!

So you've decided to become a Ghostbuster. Congratulations! As our Experimental Equipment Technician you'll be at the forefront of paranormal pest extermination... literally. No really, you'll often be required to lead the way on particularly nasty calls. Sorry, rook, but that's the job! Luckily, as the Experimental Equipment Technician you'll be testing new, cutting-edge technology ranging from Neutrona Wand enhancements to Shock Blaster prototypes! The only catch is that you'll often be in harm's way and frequently fending off the forces of evil. Hey, it's a give and take. Have no fear (yet); we have your best interests at heart. That's why we've put together this Ghostbusting Manual! As seasoned veterans—and the only veterans, for that matter—we've recorded all of our allocated data, techniques, anecdotes, and expert advice in this manual. Consider this book your ghostbusting bible—a good bible, not a Gozerian text or Carpathian scroll bible. We don't like those; they only cause problems.

Well, hello there, slick. Look, if you want the whole story, you have one of two choices: Option 1, you can flip this book over and read the "What a Ride" section of the Introduction for an abridged version of our fantastic escapades or, Option B, you could actually support your favorite ghostbusting group and pick up the *Ghostbusters* and *Ghostbusters 2* DVDs! *Cough* *Ghostbusters* is also available on Blu-Ray. *Cough*

HOW TO USE THIS GHOSTBUSTING MANUAL



Scattered throughout this manual are several different types of advice boxes. While some are designed to help you become a better 'Buster, others are meant to keep you alive. Regardless of whether it's a Tip, Note, Caution, or other sidebar, it's all full of useful information and could prove immensely helpful. You could be like Venkman and do your own thing, but we highly suggest reading every box. We're all experts, so we've split up the advice box duties between the four of us. Read on to find out more!

Hey there, recruit. Egon here. As a parapsychologist and scientist specializing in the occult, I've made it my life's work to learn as much as I can about the realm of the supernatural. That being said, I've recorded hundreds of terabytes of quantifiable data on ghosts, ghouls, interdimensional demons, occult practices, mythological deities, and other protoplasmic entities. Suffice it to say that if anyone can relate useful tips on how to deal with unexpected paranormal events, it's me. When you see one of my Tip boxes, rest assured that the information contained therein will be geared toward making you a better Ghostbuster.

Yeah, what Egon said. Anyhow, I, the one, the only, Dr. Peter Venkman, have been given the incredibly important task of keeping you informed about anything and everything that I think may be interesting. While Egon and Ray bury their heads in their books and historical texts, I like to keep my head above all that psycho-normal-para-whatever. If anyone can...*ahem*, enlighten you about this manual, the adventure, or just something that might be worth noting, then count on me. Hey, it might not make you a better Ghostbuster, and it might not keep you alive, but at least my Note boxes will make things a bit more lively, eh? After all, I'm much more than just a scientist. I'm a Renaissance man.

Look, buddy, I dunno what the other guys have told you, but this job can be dangerous. I knew that when I applied, but I had no idea just how much weirdness I'd be dealing with when I turned in my résumé. I'm talking *major* weirdness. Anyhow, while Ray, Egon, and Peter are busy taking data and compiling the greatest paranormal database ever created, I keep my head on a swivel. They're great Ghostbusters, don't get me wrong, but as an ex-Marine I know how to stay alive. Rely on me, Winston Zeddemore, to keep you alive. So even if you skip over all those other advice boxes, always read my Caution boxes. Their sole purpose is to keep you alive. After all, if you bite the bullet, there's a good chance we'd have to hunt you down too. And that would just be awkward, so please be careful out there.

Ray's Occult Art Show

Hey there, rookie, Ray Stantz at your service. Aside from being a founding Ghostbuster, I'm also a well-reputed antique book dealer. There's no better way to learn about the incorporeal entities we'll be dealing with than from historical texts and ancient scrolls. You'd be surprised just how much information was compiled by ancient scholars of the paranormal. They were more open-minded back then. As a modern-day scholar and occult enthusiast, I've come across a plethora of books detailing haunted paraphernalia. Unfortunately, they're all usually in pieces! We can scan the ghosts and paranormal phenomena we encounter, but in order to complete the entries, we need the accompanying Art pieces. Whenever you see one of my boxes, stop and pay close attention. I'll lead you to a nearby Art piece that can expand your knowledge of the supernatural, the occult, and the just-plain strange.

GHOSTBUSTER GAB

Remember, we've been doing this for a while. So while this may be all new to you, it's old hat for the four of us. Every now and then one of us will stop and explain an inside joke or elaborate on a particularly funny piece of Ghostbusters history. Even though we've only been in business for less than ten years, we've become just as big a part of New York City as "Libby" herself (that's what Peter calls the Statue of Liberty) in that short time. So if one of us says or does something that is part of our Ghostbusters history, look for one of these Ghostbuster Gab boxes to learn more about the four of us. Consider it our way of making sure you feel like you're part of the team...which you are.

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INTRODUCTION

SECTIONS OF THIS MANUAL



To ease you into your role of Experimental Equipment Technician, we've decided that it's best to segment this manual into specific sections. The first section of the manual introduces you to your equipment, detailing its specifications, vital components, and, of course, its use. We call this section the "Equipment, Functions, and Facilitation Section," but you can call it Chapters 2 and 3. Read this to learn what that heavy unlicensed nuclear reactor on your back—your Proton Pack—can do, and how to best apply it in an encounter with ectoplasmic beings and other cross-dimensional disturbances. In some cases, you can even use your Proton Pack to manipulate the physical world, but more on that later.



The next section—the "Who You Gonna Call?" section—contains a dossier of each of us and other people you might need to know, such as our lovely receptionist, Janine Melnitz. If you don't know your co-workers—or "mentors," according to Peter—how else could you be expected to work with us out in the field? Also part of this section are very important documents that were taken directly out of *Tobin's Spirit Guide*. Be very gentle with these pages, as they are delicate and cannot be replaced. These pages detail every ghost we've encountered, and even some we haven't. Learn everything you can about them, from their history to their weaknesses.



After you've read about the entities you might encounter and the tools with which to deal with them, you're ready to hit the field. You'll be going on calls with us and investigating all manner of paranormal disturbances. For that, we've put together a Field Guide section where we walk you through what lies ahead. Even though we've yet to experience the adventure ourselves, we have it on good authority that the information is correct, as it was obtained through communication with a 16th-century psychic medium that we trapped and eventually consulted last year. Before setting out on a call, the walkthrough "Field Guide" section will detail floor plans of the buildings you'll investigate, ghosts you might encounter, and other vital pieces of information required to ensure mission success. Deviate from the walkthrough at your own peril.



The last section of the manual—the "Supplementary Data" section—is designed to help you get the most out of your time as a Ghostbuster. This section details several nuances (many of which are trade secrets) that can only be discovered by going out of your way to "unlock" them. Things such as Art page locations, all ghost and paranormal phenomena scan locations, and a catalogue of Unlockables can be found there.

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GHOST WRANGLING

We may not be cowboys, kid, but we affectionately refer to what we do as "wrangling." Ghosts don't like to go down easily, but one way or another we always find a way to get them in the box. While no two ghosts ever go down the same, the basic technique for Ghost wrangling is the same. We'd be remiss if we didn't teach you the ropes, but more importantly, as your employers we'd be in big legal trouble, so let's get started, shall we?

HAUNT & ULTRA-DIMENSIONAL DETECTION INTERFACE (HUDD)

TARGET RETICLE AND INDICATORS

While in combat, your HUDD will give you read-outs for various points of interest, such as a target's current PK energy reserves, current equipment selected, and even property damage incurred!



1. Reticle and PKE Reader: This is your reticle. Aim it at the target you want to shoot. If the target is a paranormal entitiy, a row of green bars will appear near the target to indicate its current PK energy reserves. As you disperse the creature's PKE, the green bars will disappear. When the bars turn red, you automatically engage your Capture Stream and proceed to the second phase of Ghost wrangling, but more on that later in the chapter.
2. Current Tool Equiped: This shows your currently equipped ghostbusting device. Depending on the tool equipped, it will also show how close you are to overheating. Keep a close eye on this during battle.
3. Teammate Icons: This is your teammate icon. Whenever you or a teammate go down, this will point to their location.
4. Property Damage Tracker: This money counter keeps track of the current amount of property damage you've caused so far.
5. Slam Indicator: Once your Capture Stream is engaged, you'll be prompted to slam the creature in your clutches. Follow the prompts to fling the fiend around and daze your prey.
6. Health Meter: This green bar measures your health. When it's all gone, so are you.

LIGHTS AND METERS

First things first, cadet. In order to enter into combat, you must first know how to monitor your health and your Proton Pack. The icon in the top left corner of your HUDD monitors your equipment's heat, slime, and dark matter levels. The more you fire your Blast Stream, for example, the closer the needle swings to red. When the needle hits red completely, the Proton Pack overheats and must be allowed to cool down before you can fire it again. Though it doesn't have a heat gauge, the same principle applies to your Slime Blower. Once the slime reserves are completely depleted, the device must recharge before you can fire it again. If you don't pay close attention to this, you could find yourself surrounded by ghosts with nothing to shoot at them but witticisms.

The green bars attached to your equipment's monitoring system are a direct read-out of your suit's health monitoring system. When completely healthy, the bars will be full and bright green. Like Slimer. When you take damage, the bars will slowly deplete and your movement will slow until you can only walk. After taking too much damage, the bars will deplete completely and you will go down until one of the other 'Busters revives you. If you're the last to go down, it's mission failure!

THE FIVE PHASES OF COMBAT

Contrary to what you may think, Ghost wrangling is not a matter of simply pointing your Neutrona Wand at the enemy and letting loose a Blast Stream. The art of Ghost wrangling is something that takes practice to perfect. Now that you're acquainted with the HUDD interface, you're ready to learn about the five phases of Ghost wrangling.

PHASE 1: DETECTION



You can't trap what you can't see, right? That's why the first phase of Ghost wrangling is detection. Using your PKE Meter and, at times, your Goggles, you can search out hidden or fleeing entities anywhere. Things that may be invisible to the naked eye, such as Ectoplasmic Residue and invisible platforms, can only be seen through your Goggles. When Ectoplasmic Residue is nowhere to be found, use your PKE Meter to follow psychokinetic valences.

In order to properly hunt ghosts, though, you must stalk in the direction your PKE Meter indicates. When the two antennae rise into the air and the beeping increases, it means you're getting hot—even though ghosts are typically cold. Follow the readings to the prey, then engage in Phase 2, Dispersion.

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PHASE 2: DISPERSION



This is Ray's favotire part of Ghost wrangling. Once you've located an entitiy, or worse, once it's located you, begin to disperse the creature's PK energy. This is always represented by the row of green bars near the prey. If the bars are not there, then you're not effectively targeting the creature. Depending on the type of entity you're engaging, the tool used in this phase may vary. Some entities are more vulnerable to slime from your Slime Blower than they are to the Blast Stream, so learn your target's weaknesses first—found in *Tobin's Spirit Guide*—before engaging it in direct battle.

In the case of corporeal entities, this is the final phase of battle. Once a corporeal entity's PKE is completely dispersed, they fall apart and cease to be. In the case of many ghosts, however, you must continue to Phase 3, Detention.



Always remember to allow your equipment to vent regularly while engaged in Phase 2 of Ghost wrangling, recruit.

PHASE 3: DETENTION



This isn't detention like you know from high school, but the idea is the same. After dispersing a ghost's PK energy sufficiently, the green bars indicating the ghosts's PKE turn red. This means you can engage the Capture Stream and detain the ghost indefinitely. While in your Capture Stream, the ghost will continue to struggle and try to shake free. This is what we call "wrangling." And while it is a necessary part of busting ghosts, you can also use this method to solve environmental puzzles, move large objects, and even disperse some corporeals. Anyhow, once you've got a hold of the ghost, move on to Phase 4, Daze and Destroy.

PHASE 4: DAZE AND DESTROY



We call this phase Daze and Destroy because it does both at the same time. Once your prey is caught in the Capture Stream, flick the Neutrona Wand in the direction indicated on your HUDD to slam the ghost against the environment. This dazes the ghost while simultaneously destroying the environment around you. Needless to say, this is Venkman's favorite phase. Once the ghost is sufficiently dazed, move on to the final phase of Ghost wrangling.

PHASE 5: DROP THE TRAP



After successfully going through all previous four phases, its time to put an end to the ghost's visit. While the ghost is dazed and in your Capture Stream, drop a Muon Trap at its feet... or torso. A beam of light will shoot up from the beam indicating its location—they can be hard to see amidst the debris from phases two and four. Carefully guide the dazed ghost over the beam to activate the Trap Cone, a conical beam of light that sucks the ghost into the trap.

As soon as the ghost floats into the beam, the trap springs open and instantly draws the ghost in! No muss, no fuss!



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TOOLS OF THE TRADE

This is your "Equipment, Functions, and Facilitation" section. In it, you will learn everything you need to know about all of the experimental equipment you'll be testing. You may be familiar with the Proton Pack, but what you don't know is that one Proton Pack has several different attachments and upgrades capable of doing everything from firing positively charged slime to shooting heat-seeking Meson particles! Of course, if you are not careful or if you simply don't know what your Proton Pack can do, you can blow yourself clear to New Jersey. And you don't want to end up there. It's Jersey ...

PROTON PACK AND NEUTRONA WAND

This is an unlicensed nuclear accelerator on your back that functions by concentrating protons through the Neutrona Wand. It's your main tool against negatively charged ectoplasmic entities. It monitors your health, equipment heat levels, and has several different meters and gauges to monitor your various attachments.

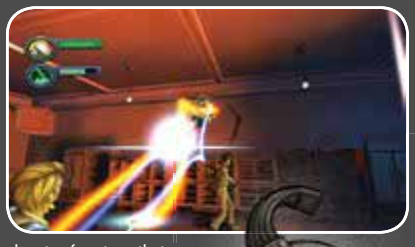
BLAST STREAM



Category: Proton
Using the Proton Pack's particle accelerator, the Neutrona Wand releases a concentrated stream of protons that fluctuates as it reaches its target. The fluctuations of the Blast Stream tend to cause extensive property damage.

This is your most basic and reliable ghostbusting tool. Most negatively charged ectoplasmic entities are extremely vulnerable to the Blast Stream, so use this as your primary attack. Always start with the Blast Stream before trying other devices. Of all of your tools, the Blast Stream is the most accurate. Use it against enemies at a distance and follow them around as they attempt to evade you. However, because the Blast Stream has a small damage radius, it is not as effective against smaller creatures that travel in packs, such as groups of Crawlers, Book Bats, and Flying Skulls.

BOSON DART



Category: Proton
Boson Darts are super depolarized bursts of extremely volatile, but very effective, boson particles. Boson particles quickly overheat the Proton pack, so sparse usage is recommended. Accidental Neutrona Wand blockage could vaporize the surrounding three square miles.

Boson Darts are extremely effective bursts of protons that can quickly disperse big chunks of a target's PK energy. While this tool can be used in conjunction with the Blast Stream for a powerful one-two punch, the Boson Dart can also be used by itself to knock large enemies back or to disperse groups of smaller enemies. Use this device against small packs of creatures to inflict damage over a wider range or to blow off chunks of PK energy from moderately sized targets.



Be careful while firing this at close-range enemies, kiddo. I made the mistake of blasting a Class IV Animator at close range and the darn thing knocked me right off my feet. If Egon hadn't been there to pick me up, I'd be a ghost right now, too!

SLIME BLOWER



Category: Plasma Distribution System (PDS)
The Plasm Distribution System is an integration of the Proton Pack that uses a self-regulating strain of ectoplasm to impair entities, neutralize caustic Black Slime, and reveal otherwise invisible structures that reside on the ethereal plane.

With a long range and endless supply of regenerating positively charged slime, the Slime Blower is a great tool to disperse most corporeal entities. Better still, the depolarizing effect it has on Black Slime makes this the perfect device to disperse nearly all Black Slime creatures.

SLIME MINE



Category: Plasma Distribution System (PDS)
An alternate function of the Plasm Distribution System is to propel a high-density destabilized globule of ectoplasm.

Like the Boson Dart, the Slime Mine is a highly concentrated projectile capable of causing major damage to Black Slime creatures. It's best used to disperse Black Slime that forms protective barriers or spawns other creatures, or to just blow away small Scuttlers. Like typical mines, though, you can drop these on the ground or on other places and allow foolish enemies to set them off as they approach.

SHOCK BLAST



Category: Dark Matter
The Shock Blast expels a conical pattern of stripped Dark Matter particles that diffuse quickly in atmosphere. It is very powerful at close range but less accurate and less potent the farther you are from your target. It works well on inbound ghosts and vapor swarms or near-proximity entities.

The Shock Blast attachment transforms your Neutrona Wand into a Dark Matter blaster. This device is best used to deal damage against small groups in close quarters. It's especially effective against Scuttlers, Book Bats, and other swarming enemies. At long distance it is nearly entirely useless, so stick to your Blast Stream for fending off foes from afar.

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TOOLS OF THE TRADE

STASIS STREAM



Category: Dark Matter
The Stasis Stream emits a high-capacity stream of order-reversing particles that hypobond to ectoplasmic matter, effectively immobilizing ghosts. The Stasis Stream has nothing to do with cold, but the end result is similar to freezing them.

While this device won't disperse any creatures by itself, it effectively "freezes" enemies in their place (or, at the very least, slows them), allowing you to either get away or to switch to a more powerful tool and dish out more damage. This equipment is also handy for freezing objects like ectoplasmic webs and even Shandor's protective obelisks!

CAPTURE AND TRAPPING DEVICES

Paranormal combat is only half the battle. You can disperse some ghost's PK energy until you're blue in the face, but if you can't trap them then you're only wasting energy—energy that could power a city block for a week. In fact, the Ghostbusting process doesn't even begin with combat! In order to fight and trap ethereal entities, you must first be able to locate them! The following devices are designed for supernatural detection and apprehension only.

PKE METER AND PARAGOGGLES





Category: Detection
The PKE Meter measures electromagnetic fluctuations like a divining rod: Point it at psychokinetic energy and it heats up. Point it away and it goes cold. Just follow the signal to your target. Scan ghosts to add their paranormal information to your electronic *Tobin's Spirit Guide*. The Paragoggles are activated independently of the PKE Meter but can work in conjunction with it. They enable the user to view otherwise-invisible ectoplasmic activity, objects on the ethereal plane, and objects that exhibit paranormal affinity. At times your Paragoggles will reveal Ectoplasmic Residue, reducing the need for PKE Meter readings.

CAPTURE STREAM





Category: Proton
The Capture Stream allows for the containment of ghosts. The Capture Stream can be used to contain ghosts over a trap and to manipulate ethereal objects away from specters. Once contained in a Capture Stream, ghosts can be thrown against walls, causing damage or even complete neutronization.

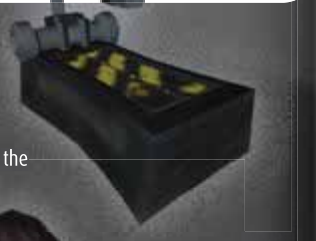
Even though the Capture Stream is an extension of the Blast Stream, it functions differently. After activating the Capture Stream, the rapidly fluctuating particles steady just enough to capture whatever they've surrounded, essentially creating a proton "cage" around the target. A pleasant side effect of the particles' steadying is that the Capture Stream is incapable of overheating your Proton Pack. Once a target is captured in the stream, you can use it to wrangle the creature as it struggles to get loose, then slam it around to daze it. The Capture Stream can also be used on inanimate objects to solve environmental puzzles.

MUON CONTAINMENT TRAPS



Category: Trap
A portable containment unit used for the temporary storage of ghosts. Don't look directly into the trap!

After wrangling a ghost with the Capture Stream, drop a Muon Trap. Once deployed, every trap shoots up a locator beam to about eye-level making it easier for you to spot. Maneuver your ghost over the trap to trigger it to spring open and suck the ghost in. Once caught in the Trap Cone, the ghost will automatically be sucked into the trap and given a new comfy home—until it's later placed inside the containment grid, of course.





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WHO YOU GONNA CALL?

THE CREW

Since 1984 there has been no other group or organization that so boldly tackles the unknown as the Ghostbusters. Founded in New York by Ray Stantz, Egon Spengler, and Peter Venkman, the Ghostbusters pioneered a new frontier of science while also acting as New York's premier paranormal investigation and extermination specialists. When the needs of New York's denizens outgrew the trio's ability to safely eliminate supernatural threats, they hired a fourth Ghostbuster named Winston Zeddemore.

Each member of the quartet is as unique as the entities they encounter. If you're going to become a part of the team, you must know them like you know your Class 4 Semi-Anchored Manifestations. Consider the following section your unofficial introduction. The face to face introduction can come later.

EGON SPENGLER: THE LOGIC



Dr. Egon Spengler is the Ghostbusters' most scientific and logical mind. For him, everything is either quantifiable or should be scientifically tested. In a field of science where almost everything is considered superstition, old wives' tales, religious mythology, or just plain unprovable, Egon has made it his life's work to prove everyone wrong through the correct application of the scientific method. Dr. Spengler rarely allows his emotions to cloud his judgment and always maintains an open, analytical mind.

Spengler is not just a passive observer, however. He is also a very prolific inventor. His creative spirit has led to many of the Ghostbusters' most effective tools, such as the Proton Pack and its Slime Blower attachment.

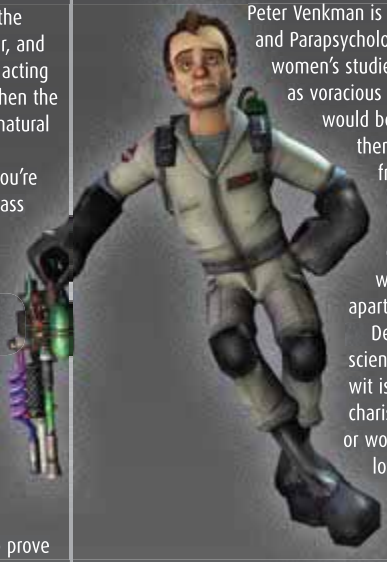
RAY STANTZ: THE HEART

Perhaps no other Ghostbuster embodies the inquisitive, childlike spirit of discovery like Dr. Ray Stantz. With a mind as gifted as Egon's, Stantz applies his keen intellect to paranormal studies with a special fervor akin to a kid in a toy factory. Rather than fear the unknown, Ray cherishes it for what he can learn from it. Unfortunately, while Ray's openness makes him the perfect scientist for paranormal studies, it also makes him vulnerable to the less savory aspects of the field, such as spiritual possession and unwittingly falling into devilish traps.



Make no mistake about it, though, Dr. Stantz is no fool. He's just more inclined to gape in wonder and awe at a malevolent spirit than turn around and run the other way. In fact, he did that once—unknowingly—and found himself sharing a body with Vigo, the Carpathian.

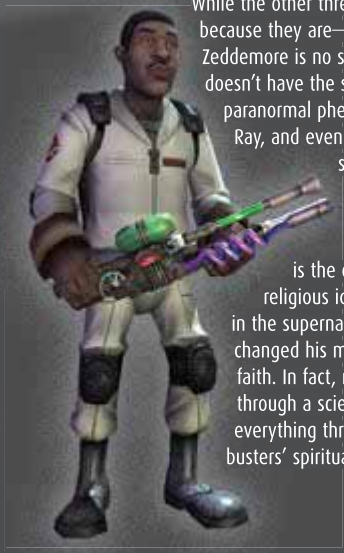
PETER VENKMAN: THE EGO



Peter Venkman is also a gifted intellect. He has PhDs in Psychology and Parapsychology, and is always working on his degree in women's studies, if you follow. If his appetite for science were as voracious as his appetite for the fairer sex, Dr. Venkman would be a Nobel Prize-winning scientist. In fact, if there is any one thing that often distracts Venkman from his scientific endeavors—aside from his underdeveloped sense of responsibility—it's women. While investigating the home of the Ghostbusters' first client, Dana Barrett, Venkman was more concerned with the client than her apartment.

Despite all of his shortcomings as a dedicated scientist, he is dedicated to the Ghostbusters. His wit is legendary, his courage is unflappable, and his charisma is unchallenged. When not chasing ghosts or women—not always in that order—Venkman enjoys long walks on the beach, quiet nights with a book, and finding new ways to irritate Egon. (He insisted that last part be included in his bio.)

WINSTON ZEDDEMORE: THE SKEPTIC



While the other three Ghostbusters are scientists—or perhaps because they are—their fourth member is not. Winston Zeddemore is no slouch in the brains department, but he doesn't have the same experience scientifically studying paranormal phenomena as his three partners. While Egon, Ray, and even Peter can often get caught up thinking scientifically about a puzzling situation, it's Zeddemore's unique perspective that can often shed light on matters.

Of the four Ghostbusters, Zeddemore is the only one who expresses interest in (typical) religious ideology. Though at first he wasn't a believer in the supernatural, his time as a Ghostbuster quickly changed his mind. Ironically, he's never wavered in his faith. In fact, rather than seeing paranormal events through a scientific eye, Winston Zeddemore can filter everything through his spiritual beliefs. He's the Ghostbusters' spiritual layman.

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THE ROOKIE



Hey, that's you! As the 'Busters' newest member and the only other person to ever don the Ghostbusters' beige—aside from Louis Tully during an unsanctioned attempt at ghostbusting—you are joining an elite group. Don't expect to join the ranks and instantly become a card-carrying member of the club. You'll have to pay your dues first. If that means you must test out hazardous, experimental equipment to do so, and wander dangerously close to the gaping mouth of evil, then so be it. (Ray suggested we impress upon you the dangers you'll face. Forgive the dramatics.)

After all, once a Ghostbuster, always a Ghostbuster. Good luck, rookie.

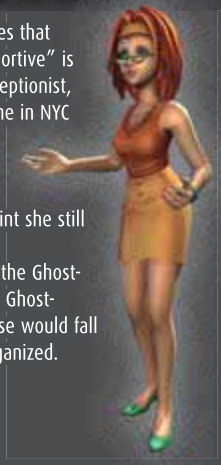


As you've been so accurately informed, I'm a big a big fan of the fairer sex. They're just so much prettier than us. So it's nice to see that the Wii and PlayStation 2 versions of *Ghostbusters: The Video Game* allows you to choose a female avatar for your rookie.

OTHER CORPOREAL ENTITIES

Despite what the papers say, the Ghostbusters' adventures aren't always solely their own. Oftentimes, their friends and enemies are swept along for the ride. People such as Dana Barrett, Louis Tully, and Dr. Janosz Poha have been fated to share in the 'Busters' adventures in the paranormal. The following adventure is no different. Without their supporting cast of the living—friendly or not—the Ghostbusters would only be surrounded only by the dead. And that would be such a sad and lonely existence.

JANINE MELNITZ: THE GLUE



Saucy. Chic. Cranky. Overworked. Of the many adjectives that can be used to describe Janine Melnitz, perhaps "supportive" is the best fitting. As the Ghostbusters' secretary and receptionist, Janine holds the team together. When, at first, everyone in NYC believed the Ghostbusters to be phonies, Janine showed up to work on time everyday and dutifully executed her responsibilities as their receptionist. That is, until they actually started getting calls, at which point she still showed up to work, but became increasingly cranky.

Cranky or not, she genuinely cares about each of the Ghostbusters and even shares her receptionist area with the Ghostbusters' unofficial pet, Slimer. Without her, the firehouse would fall apart. Or at the very least become slightly more disorganized.

DR. ILLYSA SELWYN: THE KEY



Dr. Illysa Selwyn is as smart as she is beautiful. A passionate student of Sumerian history, with particular interest in Gozerian studies, Dr. Selwyn is no stranger to the paranormal. Better still, she's not a skeptic. What is most puzzling about her, though, is how she manages to find herself smack-dab in the middle of several supernatural events. That is a matter for further study, for which Venkman has volunteered, but for now all that is known is that she is the key to whatever is happening in NYC.

WALTER PECK: THE THORN



Granted, not every New Yorker buys the notion of the paranormal phenomena...until they are a witness to it. Ironically, even though he's been a witness to the many horrors haunting New York, Walter Peck still insists that the Ghostbusters are frauds! As if the Ghostbusters didn't already fight a war on multiple planes and alternate dimensions, Peck forces them to also fight on home soil! As a representative of the Environmental Protection Agency (EPA), Walter Peck shut down the Ghostbusters and even had them arrested!

Now, Peck is back and he's still harboring his hatred for the often-triumphant trio as the head of Paranormal Contracts Oversight Committee (P.C.O.C.)—the newly appointed government agency designed to oversee the Ghostbusters! Not only is he an ever-present, stinging thorn in their side, now he's their boss!

MAYOR MULLIGAN: THE POLITICIAN



OK, so maybe "the Politician" isn't as creative as "the Ego" or "the Thorn," but that's exactly what Mayor Jock Mulligan is, a typical, two-faced politician. During his campaign for Mayor, he ran on a strictly pro-'Busters platform; "A ghost-free New York is a visitor-friendly New York." However, once he was in office, rather than support the Ghostbusters as promised, he decided to found an oversight committee (P.C.O.C.) to cover his own butt! Worst of all, he made Peck as its head!

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GHOSTBUSTERS™ THE VIDEO GAME

TOBIN'S SPIRIT GUIDE

As promised, your Ghostbusting Manual has been supplemented with pages taken directly from *Tobin's Spirit Guide*. Even though Tobin lived long ago, he was the foremost paranormal scientist of his time. His work is the cornerstone for all of the current paranormal investigators today, and some have even speculated that he possessed a sixth sense in being able to foresee the manifestation of several entities not available for study during his day.

Of course, we're no slouches either. We've taken Tobin's work and built upon it. We've annotated Tobin's entries with additional information such as observed behavior, contact protocol, and manifestation points. The following entries will give you everything you need to know about the ghosts and how to take them down.

Consider yourself lucky, sweetheart. Egon wanted to organize the following list of nasties using the same modified Dewey Decimal System he uses for his spores, molds, and fungi collection. I talked him into doing it the old-fashioned way, in alphabetical order.



Name: 13th Floor Effect



Category: None

Abilities: None

Tobin's Summary: It's hard to tell which came first, the fear of the number 13 or the unfortunate incidents surrounding it. It's entirely possible the number carries some ill fate with it, but it's also possible that the negative psychic association with it turned it into a self-fulfilling prophecy of sorts. It's for this reason that the thirteenth floor of many apartment buildings and hotels are either relabeled or left empty. This superstitious trapping draws much attention from paranormal entities who use the fear associated with it to fuel their endeavors in these locations. The wall between the physical and ethereal planes in these places can be quite thin as a result.

Egon's Notes: Triskadecaphobia is no laughing matter, but people are seldom aware of dodecaphobia and it's insidious cousin, hexadecaphobia.

Ray's Tips: Don't worry, I don't know what Egon said either.

Name: The Abyss



Category: None

Abilities: None

Tobin's Summary: Many myths and religions reference planes of existence beyond our own physical, measurable one. One in particular seems to be either a wellspring of, or an attractor for, spirits. I've come to refer to this dimension as the abyss. On the few occasions I've seen it bleed over into the material plane, localized physical reality became twisted and unrecognizable.

Egon's Notes: Recent studies in multidimensional reality seem to support Tobin's assertions. I've also had a first-hand encounter with an interdimensional cross-rip that allowed me to gaze directly into the abyss, cementing its existence in my mind.

Ray's Tips: Same that goes for the Muon traps goes for this: Don't look directly into the abyss.

Name: Allies



Category: Class 1 Cranky Receptionist

Abilities: Answers Phones, Takes Notes, Types 15 Words Per Minute, Doesn't Do Windows

Tobin's Summary: No investigator is an island. Even those around us who don't want to get their hands dirty can be invaluable. It's important for any hunter of the supernatural to have a support network of friends to call on when things get tough, and to let you know if you happen to be losing your mind.

Egon's Notes: Most temp agencies in the New York area have insurance policies preventing us from working with them. Janine has been a priceless resource, keeping us from tripping over paperwork and brightening the office with her charm.

Ray's Tips: Keep her on your good side.

Name: Animated Objects



Category: Class 5 Psychokinetic Implementation Event

Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling spectre. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Egon's Notes: It's worth noting that there's a distinct behavioral difference between an object with an entity possessing it and one that is merely being controlled remotely by a ghost. The possessed objects seem to behave more intelligently and will attack multiple times if they miss. The remotely controlled objects are generally flung once at the victim, either hitting or missing.

Ray's Tips: While plenty effective on ghosts, the Blast Stream also works fine on physical objects. This comes in handy when ghosts are throwing them at you! Use the Blast Stream to break these to pieces, but be ready to get out of the way if your aim is off.

Name: Azetlor, the Collector



Category: Class 5 Demigod

Abilities: Book Ball Spit, Book Ball Explosion, Body Slam

Tobin's Summary: Azetlor was a Sumerian demigod that ruled over the lost. He was entrusted with collecting things that fell through the cracks—souls, artifacts, civilizations, etc.—and ensuring they returned to reality safely in a new form. Azetlor eventually became greedy, however, and began to take things that weren't lost, overstepping his bounds. He was banished for his hubris to the abyss, and it is said that he waits there for someone to set him free.

Egon's Notes: Azetlor was an interesting specimen due to his so-called "cosmic station". His role as a recycler of sorts implies there was once a sort of metaphysical homeostasis, where areas of excess were bled off and rerouted to areas of less resistance. Echoes and psychic remnants would simply be gathered up and shepherded to locations where their energy would be absorbed and used, instead of having manifestations pushing through to the physical plane in areas of high "pressure." If Azetlor were still out there doing his job, I wonder if we'd even be in business?

Ray's Tips: This creep's bad news all around. Our tools weren't really intended to fight a demigod. Your best bet might be using his own weapons against him, namely the balls of books he likes to spit out. Pick them up with the Capture Stream and launch those back at him using Boson Darts. Then see if you can find a weak point to target while he's too stunned to protect himself; the PKE Goggles can help with that.

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Name: Black Slime Behemoth



Category: Class 7 Negatively Charged Ectoplasmic Behemoth

Abilities: Melee Attack, Black Slime Shot

Tobin's Summary: When high levels of paranormal energy become concentrated in one area, peculiar things can occur. Occasionally this energy can take on an intelligence of its own and act of its own free will. I'm not certain if this is some form of spontaneous generation or if the intelligence is a formless one that's pulled across the ether into the material world. Either way, this form will take on the nature of the forces that summoned it, and will seek to preserve the source of the energy that brought it to consciousness.

Egon's Notes: The concentrated psychokinetic energy source in my most recent experience with this phenomenon was a massive well of Black Slime. When it reached the tipping point, a massive, writhing entity emerged and proved quite a challenge to disrupt. Our green slime streams were nigh useless against its dense shell of negatively charged ectoplasm, requiring us to launch globules of destabilized ectoplasm directly into one of its mouths.

Ray's Tips: Holy smokes! Talk about your tall, dark, and ugly! When you've got this much Black Slime, you need heavy-duty green slime devices like the Slime Mine to make a dent. Even that may not be enough here, though; use the PKE Goggles to see if you can find weak points on this guy. Try to keep the fighting area clear of Black Slime pools; he can use those to create all sorts of Black Slime creatures.

Name: Black Slime Elementals



Category: Class 6 Inorganic Physical Conglomerate

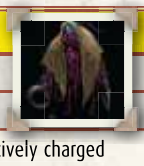
Abilities: Melee Attack, Stone Throw, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: Not only do conglomerate entities use the energy from possessed physical objects to cobble together a body, but they can form simulacra from the solid residue of ectoplasm itself! Under the right (or wrong) circumstances this could potentially result in an autocatalyzing system with a geometric growth rate.

Ray's Tips: These guys are tough! Most equipment won't do much to their stony form: Use the Stasis Beam to pin them down, then launch a few Boson Darts to expose their weak points. Wrangle and slam those loose to make these walls fall.

Name: Black Slime Floaters



Category: Class 5 Negatively Charged Ectoplasmic Floater

Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain manifestations have an affinity for negatively charged ectoplasm. They seem to be drawn to it as some sort of source of energy or, dare I say, sustenance. Though I doubt the entities I witnessed on these specific occasions emerged or were formed from the ectoplasm, they seemed to ostensibly have a connection to it and were very defensive of its source.

Egon's Notes: Ever since we first came across the negatively charged strain of ectoplasm, I've seen various relationships and psychokinetic ecosystems (ectosystems?) that center around the substance. Many of the ghosts we've encountered definitely revere the stuff, protecting and often immersing themselves in it. Based on the tremendously negative readings I've gotten from the Black Slime, the emergence of these systems cannot be a good sign.

Ray's Tips: The only thing worse than an active spirit? An active spirit corrupted by negatively charged ectoplasm. Use the Slime Blower to clean them up enough to capture, then use the Blast Stream to finish the job.

Name: Black Slime Scuttlers



Category: Class 6 Full Torso Manifestation

Abilities: Melee Attack, Black Slime Spit, Black Slime Coating

Tobin's Summary: As a corollary to my entry on ectozoophilic mimicry, I'd like to add that there are indeed some semi-formed spirits that have a go at making a form for themselves without relying on preconceived archetypes. The result is usually relatively grotesque but intriguing in its randomness. Oftentimes a sort of evolutionary process occurs with the creature, wherein it creates appendages and orifices as needed.

Egon's Notes: These entities tend to combine their anatomic structures in seemingly counterintuitive ways, but the resultant ectophysiological gestalt often works in concert with terrifying efficiency. There also seems to be no limit to their size when negatively charged ectoplasm is abundant in the area. The only thing that can harm them is positively charged slime.

Ray's Tips: These are like the ghostly version of cockroaches: highly annoying and entirely disgusting! Use the Slime Blower to remove their Black Slime so you can burn them away, but be careful, they tend to get feisty when denied their protective slime coat.

Name: Black Slime Spawn



Category: Class 5 Negatively Charged Ectoplasmic Manifestation

Abilities: Slime, Black Slime Shell, Melee Attack, Lightning Bolt, Inanimate Possession

Tobin's Summary: Large bodies of ectoplasmic residue seem to take on a life of their own under the right circumstances. I've seen several instances where small creatures would emerge from pools of the stuff and begin to cause mischief in an area. The demeanor of the homunculi are usually tied to the nature of the ectoplasmic body. Standard green slime will birth fairly innocuous entities while the more hazardous, negatively charged black ectoplasm can create some truly nasty creatures.

Egon's Notes: In the specific case of the black ectoplasm, I've witnessed an occurrence of homunculus generation first-hand. The creatures seemed focused in their goals of fending off intruders (my team and I) from disturbing the source of black ectoplasm. This is probably an externalized analogue to the human immune system.

Ray's Tips: When dealing with creatures composed entirely of negatively charged ectoplasm, there's only one answer: green slime, and lots of it! Use the Slime Blower or Slime Mine; you won't need anything else.

Name: Book Bats



Category: Class 3 Psychokinetic Manipulation Event

Abilities: Melee Attack, Paper Javelin, Book Shield

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: The books in the library were an impressive case of this phenomenon. Not only did these book creatures levitate and attack us, but the covers of the books mimicked the wings of a bird or bat of some sort. This is clearly the result of some creativity and skill on the part of the librarian.

Ray's Tips: This is what the Shock Blaster was made for! Blast away and you won't have much trouble from these psychokinetically manipulated works of literature.

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Name: Book Centurions



Category: Class 4 Organic Physical Conglomerate

Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling spectre. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Egon's Notes: Certain conglomerates that I've encountered have not only used their smaller constituent parts to form locomotive elements but arms and armor as well. These usually protect the psychokinetic foci that bind them together.

Ray's Tips: These are the Gray Lady's middle-of-the-road conglomerates. You need to expose the weak point on their shield and slam it off before you can attack the Book Centurion himself. The Blast Stream and Shock Blast are both good choices for shredding these guys.

Name: Book Golem



Category: Class 7 Organic Physical Conglomerate

Abilities: Melee Attack, Long Arm Attack, Summon Book Bats

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: The largest of the conglomerates that I've encountered exhibit a most unusual behavior as they are disrupted. There is apparently enough negative energy released when these things fall apart that free-floating vaporous apparitions are created on the spot. Clearly this is strong evidence to support my plasmic accretion theory.

Ray's Tips: Look sharp, rookie. These guys hit like a pile of books. Big, heavy, books! The weak points on these monsters are well protected, but the Shock Blast remains your best choice for exposing them.

Name: Charged Destructor Manifestation Residue



Category: Paranormal Residue (caustic)

Abilities: Very hot and sticky

Tobin's Summary: A Destructor Manifestation's power is rumored to be such that even something as simple as the Residue left behind from its contact with physical objects can pose a threat to humans. It is possible this Charged Residue could even take on a separate life of its own that could pose almost as great a threat to humans as the Destructor Manifestation itself.

Egon's Notes: I theorize that the Residue Tobin describes actually maintains a psychokinetic link with the Destructor that originated it; thus the manifestation will know if the Residue is disturbed and likely react accordingly.

Ray's Tips: As if the normal goop wasn't sticky enough, the Charged variety of this residue can actually produce minions that attack nearby humans. Don't take too long destroying this fluff with a Boson Dart or you could get swarmed.

Name: Chef Sargossa



Category: Class 7 Full Torso Manifestation

Abilities: Melee Attack, Thrown Utensils, Hide and Heal Strategy

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there.

Egon's Notes: The full-torso floater guarding the kitchen at the Sedgewick Hotel was a strong specimen. Instead of merely inhabiting the place, he appeared to harness every aspect of it to use it against the team. His living counterpart obviously spent copious amounts of time in those kitchens and his command of these spaces carried over into his psychic remnant.

Ray's Tips: Ghosts aren't always stupid; sometimes if they figure out we're about to drop them into a trap, they'll hide from us until they can get their strength back. With cases like that, you usually have to find some way to lure the ghost out. One easy way to do that is to threaten or destroy something important. In the case of the Chef, maybe if we toss that weird cake of his into the oven, he'll get angry enough to stop playing defense.

Name: Civil War Ghosts



Category: Class 5 Full Torso Floating Manifestation

Abilities: Slime, Melee Attack, Gun Attack, High Stability

Tobin's Summary: The casualties of war make for very restless spirits indeed. These are usually complicated spirits to appease, as they're continually reliving the moments of the war surrounding their untimely demise. There is no reasoning with them, as you're likely to appear to them as one of the opposition, if they can perceive you at all.

Egon's Notes: The war specters I witnessed were indeed caught in the mindset of a perpetual battle. The foot soldiers in particular were relentless in their defense of a border that ceased to be shortly after they did. There was also an interesting symbiotic relationship between the spectres involved. The flag bearer in particular acted as the heart of the army. Once we captured him, the rest of the undead army retreated.

Ray's Tips: The war never ended for some people…even when life did! These spirits of warriors are no strangers to combat and can be very difficult to take down conventionally. Your best bet, kid? Look for some symbol or important emblem or flag of theirs to go after and remove their will to exist.

Name: Cold Spots



Category: None

Abilities: None

Tobin's Summary: In certain areas of high supernatural activity the air will be cold in specific pockets, regardless of weather or ventilation. I believe this is the human subconscious extending some awareness into the ethereal realm and feeling the presence of ethereal entities there in the same physical space that they're standing in. Since the ethereal is closely tied to psychic emanations from mankind, this theory doesn't seem too far-fetched.

Egon's Notes: We've recorded the localized endothermic reactions Tobin mentions several times in the field. These events occur as PK energy from the ethereal plane is building up and attempting to spill over into the material world. Sort of like air bubbles rising into a can as you pour water out, energy is drained from the physical plane into the ethereal in the form of heat. This fortunately doesn't extend to matter, so there's no danger (outside of a 1 to 34,876 probability) of being pulled into a random ethereal sink-hole.

Ray's Tips: Wear a sweater.

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Name: Construction Ghost



Category: Class 2 Full Torso Manifestation

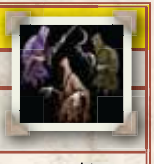
Abilities: Slime, Melee Attack, Inanimate Possession, Hiding

Tobin's Summary: Oftentimes casualties of a large construction effort will remain in the building, haunting it. This was most common in the cathedrals of the middle ages, when conditions were hazardous and construction practices were haphazard at best. These beings can usually be dispelled with a proper burial or, barring that, extensive wards and sigils to banish them.

Egon's Notes: I've seen several of these ghosts in skyscrapers, the modern parallel to the hazardous construction effort of the medieval cathedral. This is similar to the cake phenomenon, where a ghost is tethered to one of its creations.

Ray's Tips: To the general public, a ghost like this is frightening. To us, it's more or less a standard specimen full torso floater, best handled with the Blast Stream, which also works well on anything it tries to animate or hide in.

Name: Cultist Ghosts



Category: Class 6 Full Torso Manifestation

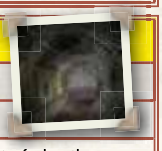
Abilities: Slime, Black Slime Shell, Melee Attack, Lightning Bolt, Inanimate Possession

Tobin's Summary: In many cases with the occult, followers will give up everything they have, including their very soul, to gain favor with whatever eldritch being they worship. When these followers become ghosts, they're bound to their master for all of eternity and usually maintain a fiendish loyalty so that they will receive favors.

Egon's Notes: Ivo Shandor had many such followers when it was fashionable to belong to some esoteric organization or another among New York's intellectual crowd in the '20s. They probably should have read the fine print.

Ray's Tips: Your standard FTM, charged with eldritch energy and covered in Black Slime. In other words, big trouble! Use the Slime Blower to clean 'em off, then take the Blast Stream to them.

Name: De-Ionized Ectoplasmic Secretions



Category: None

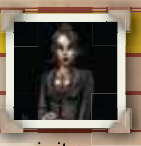
Abilities: None

Tobin's Summary: While Ectoplasmic Residue is usually a side effect of ghostly interaction with the material world, sometimes spirits appear to secrete measured quantities of it for specific purposes (this would lend credence to the intentionality argument concerning the origin of ectoplasm). The material they create is usually much more resilient than standard plasmic matter, though it usually retains the sticky quality.

Egon's Notes: Most secretions we've encountered were too resilient for our protonic equipment to affect. Fortunately these strands and webs show entropic bias and are vulnerable to the Stasis Stream, making them brittle enough to shatter with enough applied force.

Ray's Tips: Some secretions are pretty tough and can't just be blasted through. You need to use the Stasis Stream first to make them hard and fragile. Then you can use the Blast Stream or another similarly destructive tool to break them apart.

Name: The Destined



Category: Class 1 Cranky Receptionist

Abilities: None

Tobin's Summary: Rarely, a person will appear who, from bloodline, proximity to hotspots of extradimensional activity, or just plain bad luck, has an unusual but strong connection to the paranormal. Some embrace their fate and immerse themselves in the paranormal, gaining quick power or a quicker death. Others try to run from their destiny; usually to little avail. One thing is certain: the presence of such a person usually makes for interesting times for those in the vicinity.

Egon's Notes: Dana Barrett, Louis Tully, Dr. Janosz Poha. We have certainly had more than our fair share of encounters with those destined for close and intense encounters with the paranormal. Business and research opportunities abound for us when these encounters occur, though the other citizens of Manhattan experience sharp upticks in stress and anxiety-related mental disorders.

Ray's Tips: Try not to fall in love with them.

Name: Destructor Manifestation Residue



Category: Paranormal Residue (inert)

Abilities: Very sticky

Tobin's Summary: A Destructor Manifestation's power is rumored to be such that even something as simple as the Residue left behind from its contact with physical objects can pose a threat to humans.

Egon's Notes: I theorize that the Residue Tobin describes actually maintains a psychokinetic link with the Destructor that originated it; thus the manifestation will know if the residue is disturbed and likely react accordingly.

Ray's Tips: This stuff sounds worse than it really is. This stuff can be easily melted with a Boson Dart, so bombs away!

Name: Docile Echoes



Category: Class 1 Psychokinetic Echo

Abilities: None

Tobin's Summary: In certain locations where intense trauma has occurred, psychic imprints can remain resonant long after the events have transpired. In many cases, these psychokinetic "echoes" can linger, leaving residual images of the people and other entities that existed during that time period. I've seen no conclusive evidence that any of these manifestations have a consciousness, nor have any of them been witnessed harming or interacting with the living in any meaningful way.

Egon's Notes: A large echo group manifestation can initially be misleading and appear like many individual emanations haunting a location. Simple observation from a safe distance over a period of minutes should reveal to the investigator whether these are harmless echoes or spirits with focus and potentially malicious intent. PKE readings tend to be misleading in these areas, as the ambient valence level is noisy enough to cause the meter to jump all over the place.

Ray's Tips: Don't sweat these fellows, they're just echoes of people long gone. Nothing to worry about!

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Name: Ectoplasmic Debilitation



Category: None

Abilities: None

Tobin's Summary: Though Ectoplasmic Residue is essentially harmless, it can be unsettling and potentially disabling to be enshrouded in a large quantity of it at one time. People who have experienced this manner of event have called it severely disorienting and have, on more than one occasion, passed out. Others recounted intense nausea from the vapors resulting from sublimation of the exo-plasmic layers of the substance as they make contact with the atmosphere.

Egon's Notes: Peter has affectionately coined the phrase "getting slimed" for this phenomenon. I believe all of us on the team had this happen at least once, and it is indeed a less-than-pleasant experience, not to mention the cost of dry-cleaning or the occasionally necessary "uniform disposal" process.

Ray's Tips: Ugh! Being slimed is never any fun. You feel just plain icky and can't move as quickly. Shake the stuff off the first chance you get.

Name: Ectoplasmic Material Bonding



Category: None

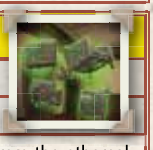
Abilities: None

Tobin's Summary: Certain objects that have come into contact with the paranormal or had some otherwise strong emotional resonance with someone will exhibit a high level of plasmic resonance. This results in an object that is especially permeable by ectoplasmic residue. Once the residue has touched such an object, it bonds with the very fabric of the thing, becoming nigh impossible to separate.

Egon's Notes: These objects are of special interest to us because the Capture Stream enables us to not only manipulate ethereal beings but also objects that have bonded with ectoplasm in the above manner. If the object is freestanding, we can lift and maneuver it. If the object is restrained however, it generally takes a little force to free it from its trappings.

Ray's Tips: Slimed objects can be manipulated with the Capture Stream. You can move large objects out of the way, put misplaced objects back where they belong, slam objects loose, and more. Don't be afraid to experiment, rookie!

Name: Ectoplasmic Residue



Category: None

Abilities: None

Tobin's Summary: Ectoplasmic Residue occurs when a spirit passes from the ethereal plane into our physical plane. The ectoplasm is the means by which the spirit can affect physical objects and force its will into physical reality. Fortunately this substance in its basic form isn't harmful, but merely stomach-turning and messy. I'm still studying the causative relationship between this slimy substance and the spirit that carries it with them, whether the plasm is a side effect of the interdimensional penetration or if the spirit manifests it intentionally.

Egon's Notes: Since the advent of our protonic hunting equipment, ectoplasm is a double-edged sword for these wayward spirits. In the same manner that it provides them with a grasp on the physical plane, it also allows our Blast and Capture Streams to latch onto the spirit, leading to their ultimate capture.

Ray's Tips: If you get it on your clothes, use bleach.

Name: Egyptian Mannequins



Category: Class 4 Anthropomorphic Object Possession

Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain apparitions have not only the ability to enter objects and move them about, but also to grant full articulation to them. This usually occurs in statues and other objects with what could pass as appendages. The phantom will then use these limbs to locomote and oftentimes attack bystanders. One of the more interesting facets of this behavior is that when the "limbs" move, they bend fluidly, without damaging the structure of the object. Wood bends without cracking; iron bends without breaking.

Egon's Notes: When dealing with possessors that inhabit suits of armor from specific periods, I often wonder if they tap into any psychic resonance remaining in the artifact to learn how to use it, or if they're just winging it.

Ray's Tips: These aren't as tough as they look: The Blast Stream or a close-range Shock Blast will burst these apart. Your real problem is whatever's controlling them.

Name: Electrokinetic Absorption Event



Category: None

Abilities: None

Tobin's Summary: Some ghosts have been known to develop the ability to absorb different forms of energy. One such phenomenon is electrokinesis, the ability to drain electrical charge. Any electrical storage device they come into contact with will be rendered useless.

Egon's Notes: The only way to return charge to a device in that state would be to bring it into contact with the electrokinetic manifestation that drained it in the first place.

Ray's Tips: Ghosts love to mess with power supplies: they know how fearful humans become when in the dark. If a battery gets pulled out of a generator and it still has power, just wrangle it back in using the Capture Stream. But if the ghost took the battery's juice too, you'll have to find him and wrangle the battery through him first, to steal the charge back.

Name: Electrokinetic Specters



Category: Various

Abilities: Invulnerability

Tobin's Summary: Some ghosts have been known to develop the ability to absorb different forms of energy. One such phenomenon is electrokinesis, the ability to drain electrical charge. Many speculate that specters with this ability were victims of lightning bolts, but I personally believe it is a learned ability.

Egon's Notes: The only way to remove the charge from such an entity would be to bring it into contact with something conductive that has a negative charge, such as an empty battery.

Ray's Tips: When a ghost goes "sparky," you need to find something to pull the electricity out. Look for a battery or the like that you can pick up and pull through the ghost with the Capture Stream. If you try zapping the bugger while he's charged like this, the feedback will just short out the Proton Pack.

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Name: Electronic Wisps



Category: Class 4 Psychokinetic Manipulation Event

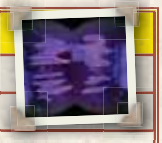
Abilities: Flying Ram

Tobin's Summary: Since the advent of cinema I've seen ghosts that can take advantage of the ethereal nature of the moving picture, removing images from the screen and making them move about, terrifying and sometimes harming the innocent. This is either an advanced form of telekinesis that manipulates the very light that composes the images, or a psychomanipulative ability, making the victims believe they are being assaulted by images they were previously viewing on screen.

Egon's notes: Since this was written, further advances in visual media have meant ghosts can now use the television and more recently video games as a medium of control. All of the readings we've taken seem to assert the author's first hypothesis that these are indeed manipulations of the physical world and not a trick of the senses.

Ray's Tips: Even brief contact with the Blast Stream will vaporize these. Try Boson Darts if you get swarmed heavily, but because they lack a physical form, they will eventually fizzle out on their own.

Name: Entropic Bias



Category: None

Abilities: None

Tobin's Summary: Often, in places of high paranormal activity, I've come across objects that gave very bizarre readings to my equipment. These were almost always cold to the touch but otherwise exhibited no other unusual properties. A fellow investigator I've worked with in the past swears he can see a dark aura around the objects, and implied they were somehow tied to spirit activity.

Egon's Notes: Our recent experiments with Dark Matter particles shows impressive hypo-bonding behavior in the presence of ectoplasmic particles, effectively freezing them in mid-air. More interesting now are the objects that have sympathetic resonance with ectoplasmic matter and develop an entropic bias, making them vulnerable to the Dark Matter in the Stasis Stream as well.

Ray's Tips: An object with Entropic Bias can be affected by the Stasis Stream, temporarily locking it in place. Sometimes you can use this to make a platform for yourself out of newly immobilized objects, other times you can use it to lock a spooky contraption in place.

Name: Ethereal Spatial Rift



Category: None

Abilities: None

Tobin's Summary: In areas where the wall between the physical plane and the ethereal is thin enough, certain paranormal entities can expend the energy to tear a hole between the two. Once a rift is opened, beings from either side can freely step through and appear wholly in a parallel dimension. This method of travel is hardly advised, as there's no telling where one portal might lead and what being might hold dominance over the destination.

Egon's Notes: There was a brief period when Ray and I, fascinated with our encounter with Gozer, experimented with opening portals to alternate dimensions. Needless to say, we will no longer be exploring that avenue of research and it is fortunate that the square block we ran our tests in was going to be leveled for construction anyway. Ray assures me that denizens of the sixth dimension needed those tenement buildings more than we did.

Ray's Tips: If you plan on experimenting with these, be sure to pack for a *very* long trip.

Name: Extraplanar Obelisk



Category: None

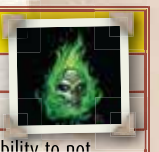
Abilities: None

Tobin's Summary: When gifted with the mad insight of the occult, an architect can imbue certain structures with peculiar geometry that resonates with the spirit world. When these angles and dimensions are brought together, they channel spirit energy like a radio antenna, focusing it in a specific location dictated by the form of the structure. This is a useful way for sorcerers to gain energy to fuel their various unsavory rituals.

Egon's Notes: Ivo Shandor, an occult practitioner and architect in the '20s, used structures like these to great effect. One of these focal points in New York caused an interdimensional cross-rip wherein we had to battle the demigod Gozer and send him back to the abyss. Good times, indeed.

Ray's Tips: Don't try to climb it!

Name: Flaming Skulls



Category: Class 4 Psychokinetic Manipulation Event

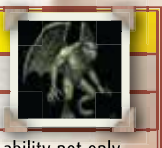
Abilities: Flying Ram

Tobin's Summary: More powerful spectral manifestations have the ability to not only levitate objects, but also to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Egon's Notes: Skulls seem like a bit of a cliché to use as a weapon, but they seem to function fairly efficiently as an animated projectile. The hard frontal bone can withstand pretty serious impact before cracking.

Ray's Tips: Don't lose your nerve, these aren't nearly as bad as they look. Use the Shock Blast to blast them out of the sky with ease.

Name: Gargoyles



Category: Class 6 Psychokinetic Animation Event

Abilities: Melee Attack, Spectral Fireball, Stone Skin

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but also to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred, depending on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Egon's Notes: Gargoyles are sort of a standard example of a psychokinetic animation candidate, as they already have a significant amount of emotional resonance, a generally unsettling appearance, and they're made of durable stone. Stone is hardly resilient when faced with positronic disruption, however.

Ray's Tips: Their stone skin resists many ghostbusting devices, including most of the experimental gear you're trying out. Liberal application of the Boson Dart is the best way to reduce these to rubble.

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Name: Ghost Snares



Category: None

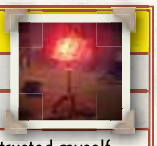
Abilities: None

Tobin's Summary: In a sign of higher intelligence and potentially calculative malevolence, some ghosts lay the paranormal equivalent of traps. The ring of concentrated energy lies dormant and invisible until an unsuspecting traveler comes across it. There is a brief moment where the Snare reveals itself, and then the person is injured through any of several means that the spirit could have woven into the trap. Traps can be detected with some of the equipment I've devised, but in most cases it's too late when you've gotten close enough to measure a reading.

Egon's Notes: These Ghost Snares were quite a problem when we first began our work eliminating the paranormal. The PKE meters could detect them, but we could never be certain if a valence spike on the meter was merely concentrated PK energy or a trap of some sort. We usually played it safe, leading to unnecessarily circuitous paths through otherwise open rooms, often causing the clients to question our mental integrity. With a well-tuned pair of Paragoggles, however, these have become easy to detect and avoid, hopefully giving our clients more confidence in our capabilities and our sanity.

Ray's Tips: It never hurts to keep an eye out, and in the case of Ghost Snares, it can hurt very much not to. The PKE Goggles can see invisible traps like these easily, but there's no way to destroy them: You'll have to find a way around them.

Name: Gozerian Codex



Category: None

Abilities: None

Tobin's Summary: The Gozerian Codex is a powerful tome I've only trusted myself to open a few times. I've only seen two or three translations of it in my lifetime, one of which while on a trip to New York City to examine the more secure holdings of their library. The book contains many rites and indexes several entities, all pertaining to Gozer and its minions. In the wrong hands, such a book could prove very dangerous indeed.

Egon's Notes: We were unaware there was a copy of the Codex right under our noses. It was a hard-won artifact, but having it for reference should aid us greatly in our research.

Ray's Tips: Read it cover to cover, but skip over text written backwards.

Name: Gozerian Servitor



Category: Class 7 Intruder

Abilities: Melee Attack, Earthbreaker, Summon Minions, Empower Minions, Stoneskin, Bone Shield

Tobin's Summary: Gozer was known to enslave denizens from other planes to do his bidding and aid in his conquests. These creatures feel no loyalty toward the Gozerian, but fight fiercely for him knowing that victory will mean their pact is dissolved and they can return from where they came. Many of these servitors defy subcategorization simply because they come from such a distant realm that I have no basis for classification of them.

Egon's Notes: For a being to be chosen as a servitor of Gozer it usually has to be pretty powerful and resilient. This usually results in some pretty intense and protracted engagements when we find ourselves investigating events instigated by Gozer or its followers. Servitors are usually physical beings that have crossed into this plane entirely so they cannot be trapped and can often take high levels of damage before being destroyed.

Ray's Tips: What would your typical malevolent near-godlike entity be without extradimensional bodyguards? One thing all such guardians have in common is lots of power and the ability to withstand tremendous amounts of punishment. Keep your distance as best you can, and rely heavily on the Boson Dart: most other equipment won't so much as scorch the stone this fella's made from. He can protect himself even further by summoning a bone shield from the defeated minions' parts: Render the shield ineffective by wrangling and launching the chunks away.

Name: Grave Golem



Category: Class 7 Inorganic Physical Conglomerate

Abilities: Melee Attack, Long Arm Attack, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: The largest of the conglomerates that I've encountered exhibit a most unusual behavior as they are disrupted. There is apparently enough negative energy released when these things fall apart that free floating vaporous apparitions are created on the spot. Clearly this is strong evidence to support my plasmic accretion theory.

Ray's Tips: The combination of stone skin and high Class of psychokinetic energy is never a good one. Use Boson Darts to break through to the weak points. Once they're exposed, slam them off to break his aura and reduce him to rubble.

Name: Grave Scuttlers



Category: Class 6 Psychokinetic Transformation Event

Abilities: Bite Charge-Up, Vengeful Explosion, Stoneskin

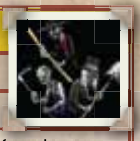
Tobin's Summary: On certain occasions, spiritual energy not only inhabits inanimate objects but grants it anthropomorphic qualities like eyes and mouths where there were none before. This usually occurs in objects that already have a high spiritual charge to them, allowing the ghosts to exert less energy on motility and more on modification of the vessel itself.

Egon's Notes: Transformation events can be unsettling and generally have high psychological impact on witnesses. People find it hard to go about their daily routine when they suspect that any object they interact with could grow a mouth and devour them.

Ray's Tips: Careful with these, kid! If they manage to bite you, they'll use the life force they steal to explode when you blast them. Use the Stasis Beam to hold them back, then break through their stony hide with Boson Darts.

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Name: Gravedigger Ghosts



Category: Class 6 Full Torso Manifestation

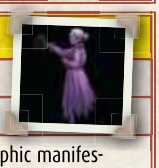
Abilities: Slime, Melee Attack, Rage-Fueled Black Slime Orb

Tobin's Summary: It is an ironic twist of fate that gravediggers more often than not come to haunt the very grounds that they once tended. I believe it has something to do with psychoresonant ties that the poor souls build with an area that's usually highly charged with psychokinetic energy. This coupled with the large numbers of these people who were solitary in life is almost a recipe for a restless soul in the afterlife.

Egon's Notes: I think Tobin is waxing a little too dramatic in this particular entry. Besides, who says those who work with the dead almost exclusively don't have social lives? We had quite a few social gatherings in the basement when I was a coroner, though most of the attendees were on slabs.

Ray's Tips: Be careful with these, champ. If they lay a hand on you they get even nastier than they already are. The Blast Stream will handle these, but you'd better be a pro with it.

Name: The Gray Lady



Category: Class 7 Full Torso Floating Manifestation

Abilities: Shushing

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there. The spirit remains until either the business is attended to or it is driven away.

Egon's Notes: Her name was Eleanor Twitty. With all the havoc manifestations cause, it's easy to forget that a lot of them originally came from the psychic imprints of human beings. I don't believe that there's much of anything left of a 'soul' or whatever at this point, but it's still an unnerving concept to ponder if you let your rational guard down.

Ray's Tips: The Gray Lady! Good job getting a clear scan of her, rookie! In this form, she's fairly harmless, but unfortunately she's also too elusive to actually trap.

Name: Hotel Phantasm



Category: Class 2 Free-Roaming Floater

Abilities: Slime, Inanimate Possession

Tobin's Summary: An almost standard form of psychokinetic manifestation is the Floater. The variety lacking full humanoid features is fairly common, as they rely on less psychokinetic energy and focus to maintain their form. These emanations possess the ability to pass through solid objects, although they leave behind an ectoplasmic residue, as it is this substance that is the medium allowing them to interact with the physical world.

Egon's Notes: Through the Ghostbusters' extensive research and capture of various forms of ghost, we've managed to come up with a fairly robust classification system for not only floaters, but all manner of manifestation. Our classification codex for class 4 floaters alone is probably longer than the entirety of Tobin's guide; not to demean his cornerstone work.

Ray's Tips: Ghosts that can possess and move furniture around are far from unusual. Use the Blast Stream here, both to destroy what they hide in, and to capture the Hotel Phantasm itself.

Name: Hound Demons



Category: Class 4 Demonic Manifestation

Abilities: Melee Attack, Long Arm Attack, Stoneskin

Tobin's Summary: There are certain paranormal beings I've come across that are not manifestations at all. In fact, these creatures seemed to be flesh and bone, having walked through some portal leading from their parallel plane of existence to ours, veritable demons on earth. This is usually the result of some sort of summoning, and as such, these beasts are extremely hard to get rid of. What little damage I have seen dealt to one seemed to simply anger the thing, altering its demeanor to an even more terrifying state.

Egon's Notes: Similar to the "Terror Dogs" we encountered during the Gozer incident, I've seen physical beings of this nature. As Tobin stated, they became much more aggressive when attacked, but after repeated bombardment with our equipment, they were eventually subdued.

Ray's Tips: These little devils (and I mean that literally, these are demons, not ghosts!) can be pretty nippy, and usually come in packs. Bowl them over with the Shock Blast or Boson Darts.

Name: Imp Demons



Category: Class 6 Demonic Manifestation

Abilities: Melee Attack, Fireball, Berserk Frenzy, Enraged Charge

Tobin's Summary: There are certain paranormal beings I've come across that are not manifestations at all. In fact, these creatures seemed to be flesh and bone, having walked through some portal leading from their parallel plane of existence to ours, veritable demons on earth. This is usually the result of some sort of summoning, and as such, these beasts are extremely hard to get rid of. What little damage I have seen dealt to one seemed to simply anger the thing, altering its demeanor to an even more terrifying state.

Egon's Notes: The team has encountered flying creatures that exhibit Tobin's "demon" behavior. They're hard enough to deal with as a ranged assailant but when they get angry they get way too close for effective Proton Stream usage.

Ray's Tips: One of the most common true demonic manifestations is the imp. The fireballs they throw will overheat a Proton Pack instantly on contact, but the furious charges they perform when injured are even worse. Try Stasis Streaming them, then getting up very close and using the Shock Blast to take them out in one shot.

Name: Imbued Spirit Vessel



Category: None

Abilities: None

Tobin's Summary: Some occult practitioners have been known to perform a sort of sympathetic magic wherein they create a likeness of themselves that will later be used as a focal point and vessel for the soul. The problem for the magician at this point is to then find a suitable host body after his soul finds its way into the sculpture or painting or what have you. Without a host body to inhabit, the magician will be trapped in his work of art forever.

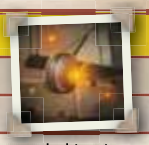
Egon's Notes: It's fortunate that apparently few madmen possessed the wherewithal to craft such metaphysical devices. Even when he was trapped within the frame of a painting, we had to deal with countless paranormal assaults from Vigo the Carpathian through means telekinetic, telepathic, and otherwise.

Ray's Tips: Don't mix art with magic, kid.

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Name: Kitchen Wisps



Category: Class 1 Psychokinetic Manipulation Event

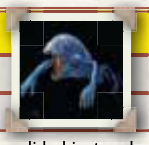
Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling specter. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Egon's Notes: Recent findings suggest it's unwise to pursue a telekinetically endowed manifestation into an industrial grade kitchen. There are many sharp and heavy metal things that can and will become flying weapons at its command.

Ray's Tips: The Blast Stream can make fast work of these, but they're very fragile and will probably de-animate on impact with anything. So as long as that's not you, you're golden!

Name: Library Phantasms



Category: Class 4 Free-Roaming Floater

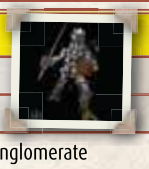
Abilities: Slime, Inanimate Possession, Hiding

Tobin's Summary: While some ghosts possess the ability to enter a solid object and then levitate it through their own power, others have the ability to manipulate objects at a distance, without even coming into contact with the object in question. These spirits are considered powerful and quite dangerous and have been known to levitate furniture and other heavy objects, hurling them at innocent people. They can also imbue small objects with a small degree of intelligence. The resulting objects have enough focus to aim themselves at people and try to impact under their own power while the animator ghost goes about its business elsewhere.

Egon's Notes: When a manifestation has the ability to move small- to medium-sized objects about at will, a library can become a veritable powder keg. You might not think it, but getting hit with the spine of a hardback book can really leave a mark.

Ray's Tips: The Gray Lady's made some ugly friends since the last time we saw her. You'll have to use the Blast Stream to actually capture these, but the Shock Blast can work great for clearing out furniture they would try to hide in or control.

Name: Literature Page Zombies



Category: Class 3 Organic Physical Conglomerate

Abilities: Melee Attack

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: One of the most peculiar conglomerates I've seen is composed solely of paper. This material doesn't make for a very effective defense against our beams, but they are very light and evasive creatures.

Ray's Tips: The Gray Lady really knows how to make friends! But, these aren't much to worry about. The Shock Blast can quickly expose the weak points on these guys, which leaves wrangling and slamming as the only things left to do to dismantle them.

Name: Malevolent Echoes



Category: Class 5 Malevolent Echo Invocation

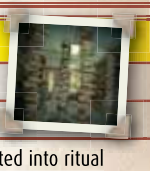
Abilities: Melee Attack

Tobin's Summary: In my entry concerning echoes, I mentioned how they are merely psychic imprints that are incapable of interacting with or harming the living. In some rare cases, however, these imprints can be given purpose and a more coherent form by an external source, usually a more cohesive spiritual manifestation. In these cases, the stronger ghost imbues the patterns of the echo with its own purpose and gives it form by channeling psychokinetic energy and ectoplasm into the receptacle. These more solid entities can become quite dangerous at this point, though they seldom have enough coherence to maintain their form for very long or when faced with disruptive trauma.

Egon's Notes: Despite the initially harmless state of an echo, certain entities can be drawn through the psychic memory and given more cohesion through an external mediator. This turns the echo into more of a spectral mine field than a harmless slide show of days gone by.

Ray's Tips: Well, *almost* nothing to worry about. Sometimes these usually harmless psychokinetic echoes, when exposed to a powerful malevolent force, can gain a more substantial presence. They're pretty tough: the Blast Stream probably won't cut it. Try landing Boson Darts or close-range Shock Blasts.

Name: Mandala



Category: None

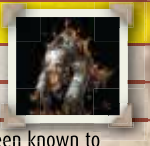
Abilities: None

Tobin's Summary: Mandalas are powerful symbols when incorporated into ritual magic. At their base level, a mandala is an abstracted representation of reality, altered to filter in the aspects and beliefs that its designer wants to promote and accentuate. As for the specific use, it all depends on the ritual's ultimate purpose as well as where the mandala is inserted into this process.

Egon's Notes: Even before modern quantum physics and electrodynamics, these mandala structures were highly efficient methods of channeling and amplifying psychic energy. Like a transistor, different nodes of the mandala can act as force multipliers along their directional paths, amplifying the output of other nodes in intricate concentric spirals. This usually culminates in a single point where the target of the ritual is focused.

Ray's Tips: Take a picture...or scan it.

Name: Marshmallow Minion



Category: Class 5 Destructor Manifestation Homunculus

Abilities: Bite Attack, Marshmallow Launch

Tobin's Summary: Some destructor manifestations of gods have been known to spawn smaller minions from their bodies. These creatures carry out menial tasks and terrorize the denizens of an area while the destructor form goes about its business leveling the architectural structures. The minions are often weak and travel in large numbers to overpower their prey.

Egon's Notes: The doglike minions that I witnessed Stay Puft spawn were quite voracious, but were easily dispatched with a short burst from the Blast Stream.

Ray's Tips: The Blast Stream will take these out pretty easily, but they are strong enough to justify giving Boson Darts a try if you're in a hurry or facing several of them.

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Name: Mayan Mannequins



Category: Class 4 Anthropomorphic Object Possession

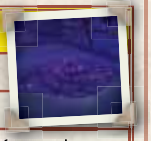
Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain apparitions have not only the ability to enter objects and move them about, but to grant full articulation to them. This usually occurs in statues and other objects with what could pass as appendages. The phantom will then use these limbs to locomote and oftentimes attack bystanders. One of the more interesting facets of this behavior is that when the "limbs" move, they bend fluidly, without damaging the structure of the object. Wood bends without cracking; iron bends without breaking.

Egon's Notes: One rule of thumb when hunting possessors is to avoid chasing them into rooms where many well-armed mannequins are stored. This usually occurs in museums, but could potentially show up in a castle, dilettante's home, or the occasional swap meet.

Ray's Tips: These aren't as tough as they look: The Blast Stream or a close-range Shock Blast will burst these apart. Your real problem is whatever's controlling them.

Name: Negatively Charged Ectoplasmic Residue



Category: Class 1 Paranormal Secretion

Abilities: None

Tobin's Summary: My studies of ectoplasm has lead to the discovery of several different forms. One of these is a caustic black substance that burns to the touch. It is to be avoided at all costs. This stuff seems much more potent and, at the risk of compromising my already wavering credibility in the scientific community, quite evil.

Egon's Notes: Tobin was right to ascribe the property of "evil" to the Black Slime we've uncovered. It's highly negatively charged and harmful to touch. Our proton equipment can't penetrate it. The only thing that seems to affect it is positively charged green ectoplasm, which dissolves the substance on contact, leaving neither of the two types behind, in a mutual sublimation event.

Ray's Tips: Black Slime's serious business, kid. If it gets on you, shake it off in a hurry; it eats right through to your soul. Don't step in it either, and *never* go for a swim in it!

Name: Negatively Charged Ectoplasmic Source



Category: Class 1 Paranormal Secretion Well

Abilities: None

Tobin's Summary: I've written about the dark ectoplasm elsewhere, but it's worth noting where the stuff comes from. In a few of my investigations, I've come across what appear to be cavities full of the substance. Sometimes these are incorporated into architectural spaces as wells and other openings. Sometimes these occur in nature, with holes practically eaten into the earth, leading who knows how deep beneath the surface. I don't know if even my curiosity is enough to want to know what's at the bottom of it all.

Egon's Notes: There's currently not much we can do when faced with a wellspring of Black Slime other than close it off and hope the lid is never removed. The Blast Streams do no harm to the substance, and we don't have a large enough source of green slime to dissolve these seemingly bottomless wells of dark ectoplasm.

Ray's Tips: The only thing worse than Black Slime? A nearly infinite well of it! Forget trying to green-slime it away; it'd take years or decades. Your best bet is to find something the Capture Stream can lock onto that you can use to cover the well.

Name: Non-Anthropomorphic Conglomerate



Category: None

Abilities: None

Tobin's Summary: Most of the conglomerate events I've witnessed are humanoid in form, ostensibly because anthropomorphic patterns are easier to draw from the soniferous ether and locomotion is simply a matter of mimicry. Some conglomerates have more focused purposes that require alternate forms that suit their tasks. This can be almost anything from crawling and slithering forms or even rolling conglomerates.

Egon's Notes: I believe it is worthwhile to analyze Tobin's conglomerate taxonomy and see if there are causal differences between certain forms of this manifestation. While some indeed seem to accrete through some form of collective will, other simpler forms might be the creations of an external source.

Ray's Tips: Anthropomorphic or not, stay out of its way!

Name: Paranormal Investigator, Ray



Category: Human, and overall, a pretty cool guy

Abilities: Ghostbusting

Tobin's Summary: Having mentioned all manner of beasts and paranormal entities that would seek to prey upon humanity's fears and weaknesses, I think it only fair to mention the beacons of light that shine out in the darkness: paranormal investigator. Not to seem self-aggrandizing, but it takes a certain breed of intellect and resolve to face constant ridicule from other men while relentlessly probing into the secret things that would seek to unmake us. I am not alone in this fight and it is reassuring to know that others may read this and take up the torch as well.

Egon's Notes: Who's been messing with my copy of Tobin's again? I promise I won't get angry; I just want to know.

Ray's Tips: It wasn't me!

Name: Paranormal Investigator, Egon



Category: Human, a very intelligent one

Abilities: Ghostbusting, Invention

Tobin's Summary: Having mentioned all manner of beasts and paranormal entities that would seek to prey upon humanity's fears and weaknesses, I think it only fair to mention the beacons of light that shine out in the darkness: the paranormal investigator. Not to seem self-aggrandizing, but it takes a certain breed of intellect and resolve to face constant ridicule from other men while relentlessly probing into the secret things that would seek to unmake us. I am not alone in this fight and it is reassuring to know that others may read this and take up the torch as well.

Egon's Notes: I see that you must have gotten bored, Venkman. Do we not have enough work to keep you from pasting our photos into old and potentially priceless tomes?

Ray's Tips: It had to be Venkman....

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Name: Paranormal Investigator, Peter



Category: Human, a dashingly handsome one

Abilities: Ghostbusting, Wit

Tobin's Summary: Having mentioned all manner of beasts and paranormal entities that would seek to prey upon humanity's fears and weaknesses, I think it only fair to mention the beacons of light that shine out in the darkness: the paranormal investigator. Not to seem self-aggrandizing, but it takes a certain breed of intellect and resolve to face constant ridicule from other men while relentlessly probing into the secret things that would seek to unmake us. I am not alone in this fight and it is reassuring to know that others may read this and take up the torch as well.

Egon's Notes: Very flattering photo, Peter. I don't see your torch, however.

Venkman's Tips: Don't look at me, my money is on Sunshine over there. We've got our eye on you, rookie!

Name: Paranormal Investigator, Winston



Category: Human, a very down-to-Earth one

Abilities: Ghostbusting

Tobin's Summary: Having mentioned all manner of beasts and paranormal entities that would seek to prey upon humanity's fears and weaknesses, I think it only fair to mention the beacons of light that shine out in the darkness: the paranormal investigator. Not to seem self-aggrandizing, but it takes a certain breed of intellect and resolve to face constant ridicule from other men while relentlessly probing into the secret things that would seek to unmake us. I am not alone in this fight and it is reassuring to know that others may read this and take up the torch as well.

Egon's Notes: Once again, my research efforts are undermined by Venkman's showboating. I don't doubt our positive impact on the world of paranormal research, but glue-stick really devalues these tomes.

Zeddemore's Tips: Don't mind these jokers, kid.

Name: Phantom Architectural Remnants



Category: None

Abilities: None

Tobin's Summary: Sometimes an architect will intend for features to appear in the final plan, but they don't make the cut. Sometimes features that are included get forgotten, and just fade away. Occasionally specters and other paranormal entities don't want to be found, so they take doorways with them to the ethereal plane. All of these phenomena can result in phantom architecture that can no longer be seen in the physical realm, but still exists parallel to all of our worldly senses.

Egon's Notes: It can be quite an exciting find to discover a door that has been "forgotten" by the physical plane for untold years. All manner of hitherto undiscovered phenomena, treasures or horrors, could lie in wait on the other side. All we have to do is apply a little green slime to bring it across.

Ray's Tips: Some dead ends are literally that: ends made by the dead. If you run out of hallway or doors and don't think you should have, give the place a look with the PKE Goggles. If you see a door with those on that isn't there normally, use the Slime Blower to make it fully real again.

Name: Phantom Craftwork



Category: Class 5 Free-Roaming Vapor

Abilities: Slime, Food Throwing

Tobin's Summary: Many of my contemporaries in the field of paranormal study believe the cake is a hoax, dreamed up by some mischievous scholars to imply that ghosts require their own form of sustenance. I have seen such phantasmal confections with my own eyes, however, and while they do not need to "eat" per se, ghosts that create such concoctions take great pride in them and are usually protective of their creations, bordering on mania.

Egon's Notes: The cake is definitely real, as my associates can attest. If you're attempting to goad one of these phantom artistes into revealing itself, there's no better way than destroying one of its creations.

Ray's Tips: Very few ghosts actually possess the ability to create objects. Maybe that's why they get so angry if humans mess with them. Take it from me: Nothing will bring a ghost out of hiding faster than messing with their handiwork.

Name: Phantom Labyrinth



Category: None

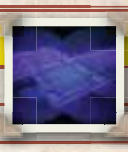
Abilities: None

Tobin's Summary: Spirits that don't wish to be bothered in their domain have many clever tricks to keep out intruders. One of these is a method that involves misdirection and translocation. The phantom will choose an area with multiple entrances and obfuscate the way out. If the unsuspecting person wanders in, the obvious way out might simply lead him back to where he began. This could continue indefinitely if the poor soul has no means of detecting psychokinetic energy and can't dowse a path out.

Egon's Notes: Peter ran across one of these in a haunted fun house and was trapped there for a few days. We eventually left, assuming he'd gone off with one of the carny girls. It's fortunate he had all that cotton candy with him.

Ray's Tips: The trouble with Phantom Labyrinths is that the "right way" is always changing. Use your PKE Goggles if you think you've become trapped in one of these: They'll show the way out as it changes.

Name: PKE Resonant Motility



Category: None

Abilities: Floating Platforms

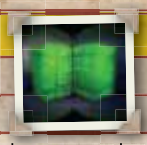
Tobin's Summary: Most of the times I've encountered free-floating objects, they have been inhabited by some form of spectral presence. The exceptions are objects that appear to have been altered to resonate with ambient PKE levels and move about under their own power. In most of these cases the only thing one can do is tether the object to something and keep an eye on it.

Egon's Notes: We have yet to discover a way in our trials and experiments to excise this motile predilection from objects in this circumstance. They're usually entropically biased, however, so the Stasis Stream helps us keep the mobile ones in place for a terminable period of time.

Ray's Tips: These usually aren't mobile, but if a spook is actually moving an object around, it will usually end up entropically biased as a result, meaning you can use the Stasis Stream to hold it in place for a while. But finish whatever you need to do quick: The ghost will fight the effect and will quickly get the object moving again.

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Name: Plasmic Resonance



Category: None

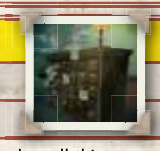
Abilities: None

Tobin's Summary: Certain objects that have come into contact with the paranormal or had some otherwise strong emotional resonance with someone will exhibit a high level of plasmic resonance. This results in an object that is especially permeable by ectoplasmic residue. Once the residue has touched such an object it bonds with the very fabric of the thing, and is nigh impossible to separate.

Egon's Notes: Having done more work to tweak our Slime Blower technology, we can now tap into objects with plasmic resonance. This resonance also shows up under Paragoggle detection, helping us narrow down what will and will not bond with the slime. This attribute also applies to invisible objects we can bring across with green slime.

Ray's Tips: Plasmic resonance is always fun! Coat the object with slime from the Slime Blower and then you can wrangle it or even slam it using the Capture Stream.

Name: Poltergeist Effect



Category: None

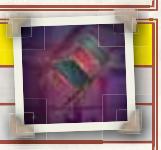
Abilities: None

Tobin's Summary: The poltergeist effect usually involves several small things moving around violently in an area of intense spiritual activity. Many attribute this phenomenon to directed malevolence, but in most cases these outbursts are probably a side effect of the paranormal activity in the area. Generally, the only way to stop such occurrences is to put a stop to the spiritual activity.

Egon's Notes: Many of our clients call us in to stop poltergeist-style effects when they are, in fact, the symptom of a larger problem that might not even be on the client's premises. They're usually skeptical when we explain that we have to go off-site to solve their problem shortly after handing them their bill. I'm surprised by how many people still use the word "charlatan" these days.

Ray's Tips: Nothing you can do, really, except find the source of the disturbance.

Name: Possessed Objects



Category: Class 3 Inanimate Object Possession

Abilities: Flying Ram

Tobin's Summary: Certain more "talented" ghosts have the ability to enter solid objects and cause them to rise into the air and potentially hurl themselves at the unsuspecting. This feat is accomplished through a sort of psychokinetic osmosis where the ghost spreads its presence through the physical material of the object in question. Disruption of the object in this case should expel the spirit within.

Egon's Notes: It's worth noting that there's a distinct behavioral difference between an object with an entity possessing it and one that is merely being controlled remotely by a ghost. The possessed objects seem to behave more intelligently and will attack multiple times if they miss. The remotely controlled objects are generally flung once at the victim, either impacting or missing.

Ray's Tips: Tear these objects apart with the Blast Stream! Once you break it, whatever spook's steering the thing will be forced out so you can fight it directly.

Name: Printer Paper Zombies



Category: Class 2 Organic Physical Conglomerate

Abilities: Melee Attack

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: One of the most peculiar conglomerates I've seen is composed solely of paper. This material doesn't make for a very effective defense against our beams, but they are very light and evasive creatures.

Ray's Tips: Seeing animated objects taking humanoid shape is always a little unsettling, even when it's something as relatively harmless as paper. If you want to trash these guys, use the Blast Stream and burn them down to their weak points. After that, tearing these apart is as easy as wrangling and slamming those points.

Name: Psychokinetic Atmospheric Influence



Category: None

Abilities: None

Tobin's Summary: When there is a high level of spiritual activity in a concentrated location, the weather often reacts in kind. The resultant storms are usually more than mere severe weather systems and often involve fierce winds and oddly colored clouds.

Egon's Notes: Due to the sympathetic relationship between PK Energy and electromagnetic fields, it is no wonder this phenomenon exists. Couple this relationship with the fact that the barrier between the physical and ethereal planes is usually abnormally thin at these foci and you're bound to witness some atypical atmospheric patterns.

Ray's Tips: Don't plan any picnics during PK surges.

Name: Psychokinetic Biological Inhabitation



Category: None

Abilities: None

Tobin's Summary: Certain ghosts have the ability to control living beings. To carry out this vile act, the spectre in question literally flies into its victim. At this point, a sort of ectoplasmic metastasis occurs, allowing the ghost to spread its presence throughout the body and exert its will over the muscles of the host. The degree of articulation with which the ghost can puppet its victim is dependent on the intellectual resonance of the spectre. A "smarter" and more coherent ghost will be able to mimic human (or animal) behavior more accurately, while a less advanced spectre will only be able to render the host immobile.

Egon's Notes: This is truly one of the more frightening abilities that ghosts possess. Not only is there the implication of losing control of your own body, but with the more advanced specters, you cannot be sure of who is your ally and who might be host to a malevolent being.

Ray's Tips: Most ghosts aren't strong enough to pull off this trick, but when it happens, human possession is always nasty. Trust me, I know! Slime from the Slime Blower, applied directly to the unfortunate victim, is the only reliable way to force the ghost out.

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Name: Psychokinetic Door Manipulation



Category: None

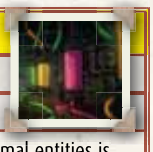
Abilities: None

Tobin's Summary: One effective way ghosts have of detaining people who would otherwise flee is to simply bar the exits of a room. This is especially easy when there is a physical door in place that the spectre merely has to hold shut with its will. More intricate examples have involved ghosts creating solid barriers of psychokinetic energy to block an opening. In either case, once the offending spirit is removed, the way will open once more.

Egon's Notes: Before the development of our ghost capturing equipment, it would have been nigh impossible to pass through one of these barriers. Now that we possess a potent and portable means to disrupt the manifestations, we have access to many hitherto undisclosed areas of ghostly security.

Ray's Tips: Manipulating physical objects is one of the most common abilities ghost have, and it isn't unusual to see them use it to trap humans somewhere by holding doors shut. Civilians might panic when this happens, but you're a Ghostbuster! Just capture the ghoulie that's holding it shut and it'll open right up for ya!

Name: Psychomagnatheric Ectoplasm



Category: None

Abilities: Melee Attack, Black Slime Spit, Black Slime Coating

Tobin's Summary: The standard response by most people to paranormal entities is often fright. I've seen some reactions to ectoplasm that run counter to this standard expectation. Some people, in fact, react angrily or become elated while others grow morose. I've isolated such incidents and can conclude that the ectoplasmic residue in these cases is a subclass that seems to resonate and reciprocate human emotions.

Egon's Notes: Mood slime. With our recent breakthroughs in psychomagnatheric ectoplasm technology, we can align the valences of the substance to elicit a finely tuned range of emotions upon contact with a human target.

Ray's Tips: Don't get it on you…unless you're in a good mood.

Name: Shandor, Ascendant



Category: Class 7 Demigod

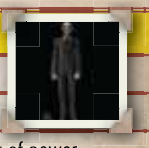
Abilities: Armored Mask, Black Slime Coating, Ethereal Shield, Eye Beam

Tobin's Summary: Certain beings, through pacts, ingenuity, and questionable morals, can climb the spiritual ranks in the afterlife. I'm certain there's an ecosystem of some sort in the ethereal realm, requiring spectres to feed on the energy of others in some fashion in order to grow in power. Any being that has risen to Demigod status of their own volition is likely a fearsome sight to behold.

Egon's Notes: Fortunately these entities usually develop such a sense of hubris in there rise to power that they often leave weaknesses exposed. These weaknesses are usually best exploited with a concentrated beam of charged particles.

Ray's Tips: Beings on the verge of godhood have access to incredible powers, and Ivo is no exception. The mask protecting him is your main problem here: Normally, you can blast it to expose the focal points and then slam it to pieces, but occasionally he coats it in Black Slime; you'll need the Slime Blower or Slime Mines for dealing with that. Once the mask is down, give him everything you've got, but try to avoiding burning up your pack on his shield if he manages to fling it up for a second or two. Honestly, rook, I don't even know if all of this will be enough. We may have to try the Gozer gambit again....

Name: Shandor, Gozerian Sorcerer



Category: Class 7 Liche

Abilities: Mirror Image, Ethereal Shield, Earthcracker, Tri-Beam

Tobin's Summary: Gozer had a loyal cadre of followers in his height of power sometime around 4000 B.C. During that time various cults arose to worship him and, in a short time, developed their own hierarchy and system of ritual magic. One of the higher ranks was that of the Sorcerer. This individual was entrusted with the ritual to summon Gozer back to the material world, as well as with the organization and execution of rituals involving 20 or more people. There are records of many Gozerian sorcerers going power-mad and disappearing shortly thereafter.

Egon's Notes: It's clear that Shandor had attained the rank of Sorcerer before going off the deep end. It's likely that he began his service in the cult of Gozer with the intention of surpassing this rank and becoming a powerful entity in his own right. There are many rituals and spells buried in the Gozerian Codex that would aid a madman like Shandor bent on world domination.

Ray's Tips: This is it, rookie, so look sharp! There's nothing we can do but take cover when he's split up and shielded; wait until he tires out and is forced to merge back to normal, then freeze him with the Stasis Beam so we can blast him.

Name: The Skeptic



Category: Human

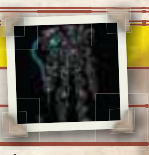
Abilities: Terribly efficient at being annoying

Tobin's Summary: From the beginning, paranormal investigators have encountered skeptics, those who stubbornly believe, even in the face of overwhelming evidence, that all paranormal activity is fakery and hallucination, and that those who claim to investigate it are insane, deluded fools, or cunning fraudsters.

Egon's Notes: Owing to several highly visible and well-publicized paranormal phenomenon such as gigantic marshmallow men, animated national treasures, and giant domes of slime covering local landmarks, reasonable observers in New York agree that paranormal activity is quite real, and that we who investigate and contain such activity are heroes. Unfortunately, not all observers are reasonable. Enter Walter Peck, who to this day believes all the paranormal activity in New York is a result of some kind of nerve gas we release on unsuspecting victims of our ongoing scam.

Ray's Tips: Avoid this jerk at all costs…if you can.

Name: Slime Lab Elementals



Category: Class 6 Hybrid Conglomerate

Abilities: Melee Attack, Black Slime Shot

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: I've found unusual symbiotic behavior among certain systems of paranormal entities. One conglomerate in particular was harnessing the parts from a lab that experimented with ectoplasm. Of its parts, some were tanks of the black stuff. It would use this Black Slime to assist other entities by coating them with it, making them invulnerable to our proton equipment. These things clearly had a higher composite purpose.

Ray's Tips: These are the "black knights" of Shandor's lab: They focus more on keeping other spooks covered in protective Black Slime than they do anything else. But that only makes them more dangerous. Use the Slime Blower to clean them up a bit, then go heavy on the Shock Blast to find their weak points.

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Name: Slimer



Category: Class 5 Free-Roaming Vapor

Abilities: Slime, Food Throwing

Tobin's Summary: I have seen vaporous manifestations with vaguely humanoid faces, but grotesquely distorted bodies and spindly, nigh-useless appendages. I believe these malformed entities are manifestations of raw psychic energy, and could represent some of the primal vices like gluttony or rage. They don't seem to be bound to any physical restrictions and since they have no specific tie to a human spirit it eludes me as to how one would deal with such a manifestation.

Egon's Notes: This is what we refer to as a Class 5 Free-Roaming Vapor. Our favorite instance was a green monstrosity we captured at the Sedgewick Hotel. Venkman still holds a grudge.

Ray's Tips: This spud's pretty hard to catch, but he's not dangerous. Use the Blast Stream like we taught you, be persistent, and everything'll go fine.

Name: Snot Hags



Category: Class 5 Free-Roaming Floater

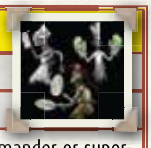
Abilities: Slime, Snot Projectile, Hide

Tobin's Summary: An almost standard form of psychokinetic manifestation is the Floater. The variety lacking full humanoid features is fairly common, as they rely on less psychokinetic energy and focus to maintain their form. These emanations possess the ability to pass through solid objects, although they leave behind an ectoplasmic residue, as it is this substance that is the medium allowing them to interact with the physical world.

Egon's Notes: Some floaters can prove more troublesome than others. One that Venkman affectionately dubbed "snot hags," for instance, plagued the museum. These manifestations were very accomplished animators, sending detritus from the storage areas as well as priceless artifacts hurling at the team. We're lucky the insurance bill goes to the city now.

Ray's Tips: Be careful of the snot these gals—and I use that term very, *very* loosely—fling while you're softening them up for the capture with the Blast Stream.

Name: Sous Chef Ghost



Category: Class 3 Full Torso Manifestation

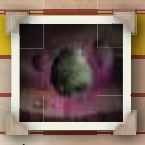
Abilities: Slime, Melee Attack, Utensil Attack, Inanimate Possession

Tobin's Summary: Oftentimes, when a fiercely loved or revered commander or supervisor passes from this mortal coil, his loyal subordinates will find him in the afterlife. The leader is tied to the world by his duty to his followers and when they pass on, they are tied to him by their loyalty. It's a path of mutually assured entrapment on the mortal plane in the afterlife, a sort of sad poetry.

Egon's Notes: I had always questioned the veracity of this entry in Tobin's guide, but my doubts have been put aside after witnessing the Sous Chefs in the Sedgewick Hotel. They defended the kitchens and their head chef with intense ferocity. There must be some very strong psychoresonant tethers between these entities.

Ray's Tips: These are your standard FTMs. Fire up the Blast Stream, drop a trap, and get down to business.

Name: Spectral Spawning Husks



Category: None

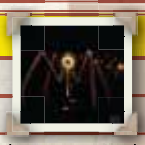
Abilities: Spawns creatures

Tobin's Summary: Certain ethereal entities take on the form of totemic creatures from the physical realm. These beings tend to reproduce in similar fashion, spawning followers as if they were their "children." One of the most unnerving manifestations of this phenomenon are the insectoid spectres, as they can hatch hundreds of smaller beings from eggs.

Egon's Notes: My unease with spiders notwithstanding, this is truly a terrible phenomenon to behold. When a spectral being can hatch its own reinforcements at will, you're in for a long evening of busting, and we don't charge by the hour.

Ray's Tips: If there's one thing the world doesn't need, it's more spooks. Keep an eye out for Spectral Spawning Husks like these and blast away with your Blast Stream, Boson Dart, or Shock Blast to do your part to control the ghost population!

Name: Spider Scuttlers



Category: Class 4 Ectozoophilic Mimicry

Abilities: Melee Attack

Tobin's Summary: Many times a weak or malformed spirit will choose an animal form in which to manifest. Speculation has been made as to whether these are indeed the "souls" of deceased creatures but there has never been recorded evidence of a spirit leaving the body of insects or fish. Indeed, I believe that the half-spirits that take these forms do so because it's easier to assume an already psychically charged totem image pulled from the soniferous ether rather than create an identity for themselves.

Egon's Notes: I'm not certain about totem images or the soniferous ether, but I have witnessed several spirits in animal forms. They usually exhibit the behavior of the creature they're imitating, so it's hard to tell if the manifestation did come from said creature or is merely acting out a psychic imprint.

Ray's Tips: It's not uncommon to see your weaker spirits disguise themselves as monstrous or twisted versions of natural creatures. They're never too hard to dispose of, and these are no exception: The Shock Blast will blow these varmints to bits.

Name: Spider Witch



Category: Class 6 Full Torso Floating Manifestation

Abilities: Slime

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there. The spirit remains until either the business is attended to or it is driven away.

Egon's Notes: The hotel manager mentioned some details about a woman with nefarious habits that occupied the hotel back in the 1920s. Apparently her deeds carried enough psychic trauma that her spirit became trapped here in the afterlife, regardless of where her physical remains lie. I believe her acts in the '20s could have been a precursor to the trouble she's begun recently. Perhaps she had some sort of pact with Shandor and agreed to act out this plan so many years later.

Ray's Tips: Not so scary now is she? Finish her off with the Blast Stream and a trap and we can consider this 70-year-old mystery closed.

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Name: Spirit Locks



Category: Psychokinetic Locks and Keys

Abilities: None

Tobin's Summary: Due to the elusive nature of ghosts, it's no wonder they've developed a fairly effective way of barring passage to places they don't want humans to tread. I've discussed a simpler case involving psychokinetic door manipulation, but a more advanced case involves a ritual of sorts. The barrier in question is given Spirit "Locks," and each ghost involved in the ritual is imbued with a "key." These spirits usually flee the area, entrusted with the door's sole means of opening. If any of these spirits is disrupted, then its lock will dissolve from the door. I've seen some cases where the key masters will flee the country, requiring an intrepid hunter to scour the globe to access whatever might lie behind the spirit seal.

Egon's Notes: The complexity of the ritual notwithstanding, this phenomenon is a fascinating example of remote sympathetic psychokinetic pair bonding. The fact that each entity involved is responsible for a fragment of the barrier implies some degree of distributive wavelength chaining such that when all of them are disrupted the harmonic pattern of the barrier collapses in on itself.

Ray's Tips: Ghosts protecting or guarding an area to keep the living out is one of the oldest tricks in the book, rookie. To bust a Spirit Lock, just capture each ghost (there may be several!) that has one of the Spirit Keys. There will always be one Spirit Lock on a door for each Spirit Key you need to grab from nearby ghosts.

Name: Stay Puft



Category: Class 7 Avatar Manifestation

Abilities: Debris Throw, Mallow Throw, Grab Attack

Tobin's Summary: Gozer was a deity that rose to prominence in Sumeria around 4000 B.C. He was known as Gozer the Traveler, Gozer the Gozerian, and Gozer the Destructor. During each of his manifestations in the material plane throughout history, he would enter through a portal and choose a form designated by the worshipers who were present. Sketchy accounts and records mention his choice of a "Giant Sloar" in one instance and a "large and moving Torb" in another. I've tried to cross reference many tomes to decipher just what these were and have only been able to definitively conclude that they were not pleasant things at all.

Egon's Notes: In this particular incarnation Gozer chose the destructor form of the Stay Puft Marshmallow man. Rather than some malevolent beast, Gozer chose this form because my colleague Ray was unable to empty his mind and become immune to the telepathic induction of Gozer. In retrospect, we shouldn't have been so hard on him. Gozer would have probably scanned further for a suitable form, or chose nothingness itself to be its destructor form, which could have potentially engulfed the whole city in a void.

Ray's Tips: One Blast Stream isn't going to make much of an impression on my old friend here. Boson Darts will at least do some good, but your best tools are probably the debris he likes to throw. Catch these objects with the Capture Stream and drop them back on him! Marshmallow doesn't stand up so well to heavy, solid objects, even when it is charged with the energy of an ancient evil entity like Gozer. Try to be quick about dealing with him, though. Things might get bad if he gets up here within grabbing range....

Name: Stone Cherubs



Category: Class 6 Psychokinetic Animation Event

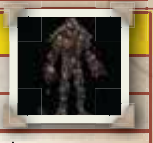
Abilities: Accursed Beam, Stoneskin

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Egon's Notes: As with other paranormal forms that mimic living counterparts, I wonder what drives the animated angel statues to actually flap their useless stone wings. Psychokinetic energy is enough to keep them aloft and they could probably exert the ectoplasm and energy toward more useful and efficient goals.

Ray's Tips: There's nothing heavenly about these. The Boson Dart would usually be your best bet against stone-skinned creatures, but you'll need great aim to get these that way. Use whatever you are most accurate with.

Name: Stone Elementals



Category: Class 6 Inorganic Physical Conglomerate

Abilities: Melee Attack, Stone Throw, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Egon's Notes: One manifestation of this event that I've witnessed was composed of seemingly inert stone from the floor and walls of the area I was investigating. These things can seemingly form anywhere!

Ray's Tips: These guys are tough! Most equipment won't do much to their stony form: Use the Stasis Beam to pin them down, then launch a few Boson Darts to expose their weak points. Wrangle and slam those loose, and these walls will fall.

Name: Symmetrical Stacking



Category: None

Abilities: None

Tobin's Summary: In certain areas of high psychokinetic activity I've seen peculiar things happen to small objects, especially flat ones. In addition to the almost commonplace levitation and hurling about objects will occasionally end up in perfectly symmetrical stacks, ranging anywhere from a few to dozens of feet in height. I've measured several of these stacks over the course of my studies and they all exhibit perfect mathematical symmetry beyond the capabilities of normal human beings.

Egon's Notes: I've had the privilege of seeing a few of these stacks firsthand. It's fascinating how rapidly these stacks can be assembled, almost falling haphazardly into place but still retaining their amazing symmetry. Had Tobin been around for a few more decades, he would have seen the Philadelphia Mass Turbulence of 1947, one of the most impressive instances of this phenomenon to date.

Ray's Tips: Don't do what Venkman did and try to play Jenga with them, OK?

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Name: Transmogrified Gray Lady



Category: Class 5 Transmogrified Manifestation

Abilities: Codex Shield, Book Throw, Summon Book Bats

Tobin's Summary: Some manifestations have hidden reserves of energy either buried deep within themselves or stored in an external location, similar to the way ancient Egyptians used canoptic jars. When in duress, these spectres will often draw from this source to assume a more frightening form. Far from a scare tactic, this new shape carries with it any appendages and size advantages that its appearance implies. This is usually a last-ditch move for the ghost in question, though, as tapping the secondary energy source will drain it until it can slowly build up over a course of weeks or months.

Egon's Notes: The librarian was one of the first manifestations we were able to get readings off of within close proximity. Her intensity was enough that I was able to use the measurements from her to structure our first containment system. I'm certain there would have been another manifestation to scan had she not come along, but I sometimes feel that we owe a lot of our progress to this free floating emanation.

Ray's Tips: We're not running away this time! She's learned to draw power from those lesser codices to shield herself, so you'll need to burn those up first. As quickly as she's moving, the Shock Blast is probably your best bet for doing that, and it will work on the Book Bats she summons, too. Once the codices are gone and her shield drops, give her a nice, large dose of the Blast Stream. Then you can trap her like any other spook.

Name: Transmogrified Spider Witch



Category: Class 7 Transmogrified Manifestation

Abilities: Summon Spider Scuttlers, Web-Walking, Web-Hanging, Web Slinging

Tobin's Summary: Some manifestations have hidden reserves of energy either buried deep within themselves or stored in an external location, similar to the way ancient Egyptians used canoptic jars. When in duress, these spectres will often draw from this source to assume a more frightening form. Far from a scare tactic, this new shape carries with it any appendages and size advantages that its appearance implies. This is usually a last-ditch move for the ghost in question, though, as tapping the secondary energy source will drain it until it can slowly build up over a course of weeks or months.

Egon's Notes: I hope my arachnophobia hasn't clouded my observational acuity in the case of the "Spider Witch" entity. She was obviously storing mass amounts of energy through the Mandala and thirteenth floor flux in order to fuel her transformation. This is another example Tobin would probably attribute to pattern selection from the soniferous ether, citing the choice for such an iconic form as a memetic path of least resistance for the Spider Witch.

Ray's Tips: She was scary enough before, sheesh! Our devices don't seem to phase her directly, but we already know the Stasis Beam works wonders on her webs. Try using that to freeze her webs, whether she's hanging on them or trying to crawl around on them. Falling to the ground should prove damaging to her physical form—enough falls and we can force her to abandon it.

Name: T-Rex, Black Slimed



Category: Class 7 Hybrid Conglomerate

Abilities: Black Slime Composition, Bite Attack, Tail Swipe

Tobin's Summary: I've referenced smaller conglomerations elsewhere in this tome, beings composed of a small collective of objects drawn together by some common drive. On the larger end of the scale are mass inhabitation conglomerates. These much larger collections are composed of objects being actively possessed by a specter of high consciousness. These manifestations actively work in tandem to simulate the actions of a much larger being. This is usually a defensive measure, though it can also have great utility.

Egon's Notes: The hive mentality of the constituent parts of ambient animated objects in a standard conglomerate is impressive. Even more so is the tandem functionality of multiple possessors in the largest conglomerates. The T-Rex, for instance, was moved about by no less than four specters, each of them controlling a different part of the body and each one working in concert with the others. I believe that these manifestations must possess some form of ambient reflexive telepathy to be able to achieve such a feat.

Ray's Tips: Black Slime-powered animation is nasty business: You'll need to use the Slime Blower to dissolve the slime and expose the focal points of the animation event. We'll need to target all of those at once and slam them off once they're all exposed.

Name: T-Rex Skull, Black Slimed



Category: Class 7 Negatively Charged Ectoplasmic Animation Event

Abilities: Regenerating Black Slime Coating, Black Slime Spit, Black Slime Breath

Tobin's Summary: I've referenced smaller conglomerations elsewhere in this tome, beings composed of a small collective of objects drawn together by some common drive. On the larger end of the scale are mass inhabitation conglomerates. These much larger collections are composed of objects being actively possessed by a specter of high consciousness. These manifestations actively work in tandem to simulate the actions of a much larger being. This is usually a defensive measure, though it can also have great utility.

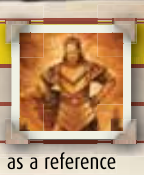
Egon's Notes: The hive mentality of the constituent parts of ambient animated objects in a standard conglomerate is impressive. Even more so is the tandem functionality of multiple possessors in the largest conglomerates. The T-Rex, for instance, was moved about by no less than four specters, each of them controlling a different part of the body and each one working in concert with the others. I believe that these manifestations must possess some form of ambient reflexive telepathy to be able to achieve such a feat.

Ray's Tips: This guy doesn't know when to quit! He doesn't have enough Black Slime left to cover the whole entity completely anymore: Use the Slime Blower to clean him off temporarily, then blast him with the Blast Stream. Move quick, though, cadet. He won't stay clean long. You'll need to use the Slime Blower whenever the Black Slime covers him again.

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Name: Vigo, the Carpathian



Category: Class 7 Paranormal Freak

Abilities: None...anymore

Tobin's Summary: Though this tome is almost exclusively intended as a reference for spirits, I think it's worth noting briefly the life of one Prince Vigo Von Homburg Deutschendorf. Taking notes from my colleague Leon Zundinger's work *Magicians, Martyrs, and Madmen*, I've learned that Vigo lived between 1505 and 1610. His unnaturally long life didn't end easily, as the villagers in his kingdom tried several methods of getting rid of him before something finally worked. His last words were: "Death is but a door, time is but a window. I'll be back!" I suspect he had means already secured to insure this will eventually happen.

Egon's Notes: Indeed he did. Vigo's tenacity in life and beyond is quite remarkable. Our encounter with him was definitely a learning experience and great way to stress test some of our equipment.

Ray's Tips: Ummm, don't stare directly into the painting's eyes. I learned that the hard way.



Name: Wayward Possessors



Category: Class 4 Full Torso Floating Manifestation

Abilities: Slime, Inanimate Possession, Animate Possession

Tobin's Summary: Certain ghosts lack the ability to levitate and animate matter remotely and instead choose to enter the objects in question and move them about manually. While this may at first seem like a lesser ability than remote manipulation, I've seen such apparitions control their targets with a much higher degree of fidelity than the distant control of their counterparts. Some possessors can grant anthropomorphic qualities to their target, such as making statues walk around. Others can even possess human beings, taking control of their muscular system for their own ends.

Egon's Notes: Possession is an ability that warrants much study. While at first it may seem like a simple psychokinetic inhabitation event, I've seen varying degrees of fidelity as well as various means of locomotion displayed. I've found that disruption of the inhabited vessel is the best way to end the possession event in inanimate objects. Barring that, positively charged green slime seems to cause the possessor to leave its host.

Ray's Tips: Careful, kid! These are *highly* dangerous, capable of actually possessing and manipulating living creatures, including humans! Use the Slime Blower on any living victims to force the possessing spirits back out, then capture them with the Blast Stream.



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FIELD GUIDE ADVENTURE WALKTHROUGH

No science is perfect. Not even the "indispensable defense science" of paranormal extermination. And after Ray's Stay Puft incident seven years ago we decided that we needed to be prepared for unexpected surprises. Of course, that presented the challenge of preparing for the unexpected. We had no answer for that until we got a call to investigate a haunted Tarot reading tent on Coney Island. What we found was the spirit of a 16th century medium, Francesca Marcolino da Forli, haunting the Tarot deck! While the proprietor of the Tarot kiosk was a complete phony, the spirit inhabiting the deck was anything but. She was so happy to be released from her paper prison that she eventually agreed to help us in preparing for future calls. And even though she's not always 100 percent accurate—she's batting 500 actually—we still rely on her to some degree. The following pages detail the adventure that lies ahead and was pieced together from fragmented readings, so we can't be sure it's completely accurate. Hey, it's better than flying blind, right?



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GHOSTBUSTERS™ THE VIDEO GAME

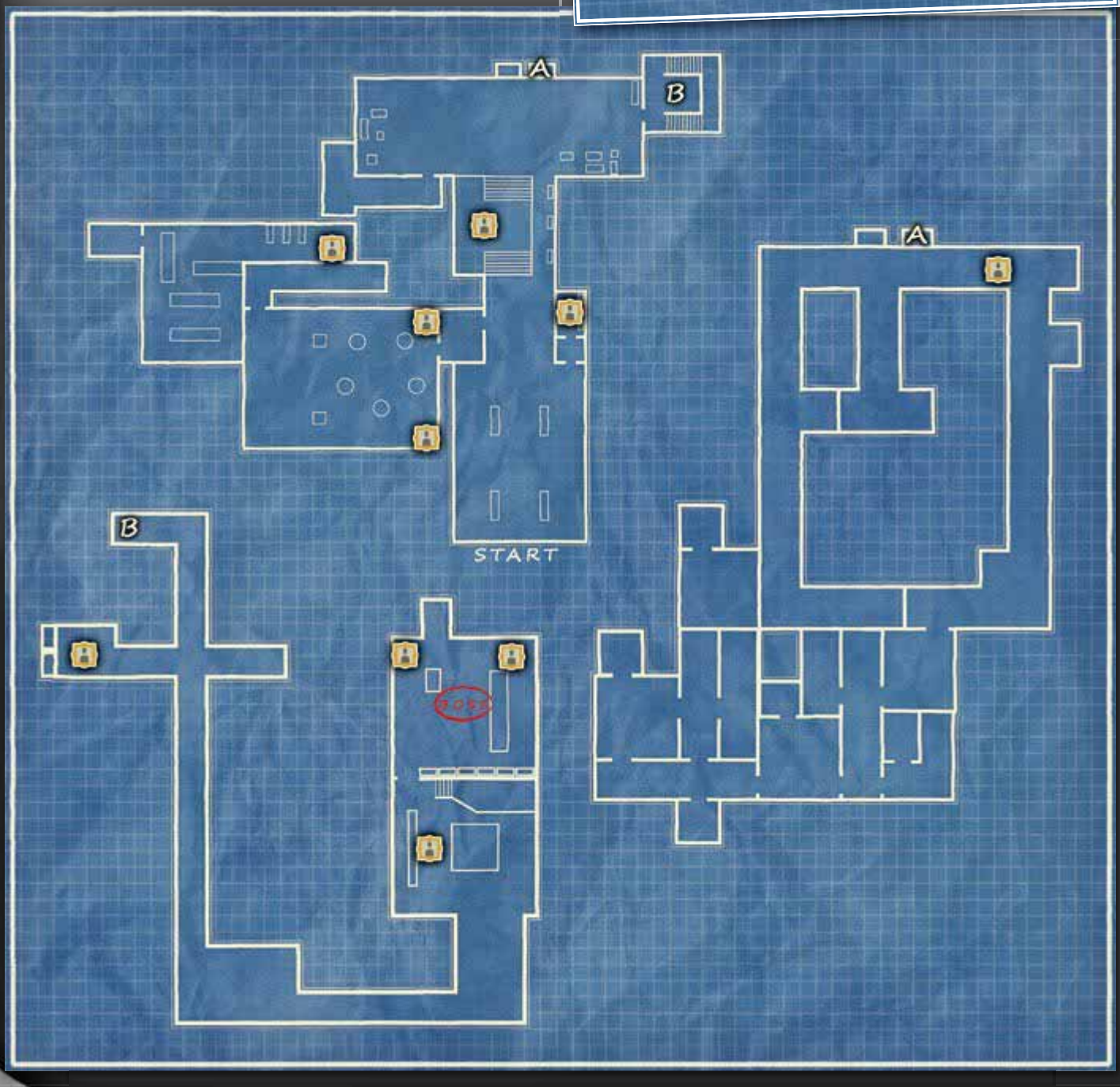
ON THE JOB TRAINING



Slimer is still on the loose and is surely up to no good. If there is anywhere that little tub of goo is sure to go, it's his favorite haunt, the Sedgewick Hotel. When you're ready, walk up to the Ecto-1 to begin your next mission.

A COCKROACH ON TWELFTH

Art Page

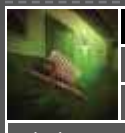


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GHOSTBUSTER GAB

Nice digs, right? You know, coming back to this swanky place brings back a lot of memories. This is, after all, the very place where the Ghostbusters made their first kill...so to speak. Yes sir, on our first job, we came here, we saw, we kicked its...Well, as for Slimer, the little green tyrant didn't go down without a fight. He slimed me before we took him down. Hey, I didn't say they were all *good* memories.

GHOSTS ENCOUNTERED



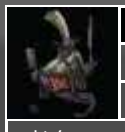
Name: Animated Objects

Category: Class 5 Psychokinetic Implementation Event

Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling spectre. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Ray's Tips: While plenty effective on ghosts, the Blast Stream also works fine on physical objects. This comes in handy when ghosts are throwing them at you! Use the Blast Stream to break these to pieces, but be ready to get out of the way if your aim is off.



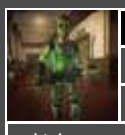
Name: Chef Sargossa

Category: Class 7 Full Torso Manifestation

Abilities: Melee Attack, Thrown Utensils, Hide and Heal Strategy

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there.

Ray's Tips: Ghosts aren't always stupid; sometimes if they figure out we're about to drop them into a trap, they'll hide from us until they can get their strength back. With cases like that, you usually have to find some way to lure the ghost out. One easy way to do that is to threaten or destroy something important. In the case of the Chef, maybe if we toss that weird cake of his into the oven, he'll get angry enough to stop playing defense.



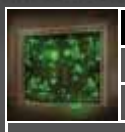
Name: Ectoplasmic Debilitation

Category: None

Abilities: None

Tobin's Summary: Though Ectoplasmic Residue is essentially harmless, it can be unsettling and potentially disabling to be enshrouded in a large quantity of it at one time. People who have experienced this manner of event have called it severely disorienting and have on more than one occasion passed out. Others recounted intense nausea from the vapors resulting from sublimation of the exo-plasmic layers of the substance as they make contact with the atmosphere.

Ray's Tips: Ugh! Being slimed is never any fun. You feel just plain icky and can't move as quickly. Shake the stuff off the first chance you get.



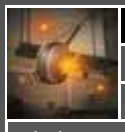
Name: Ectoplasmic Material Bonding

Category: None

Abilities: None

Tobin's Summary: Certain objects that have come into contact with the paranormal or had some otherwise strong emotional resonance with someone will exhibit a high level of plasmic resonance. This results in an object that is especially permeable by ectoplasmic residue. Once the residue has touched such an object, it bonds with the very fabric of the thing, becoming nigh impossible to separate.

Ray's Tips: Slimed objects can be manipulated with the Capture Stream. You can move large objects out of the way, put misplaced objects back where they belong, slam objects loose, and more. Don't be afraid to experiment, rookie!



Name: Kitchen Wisps

Category: Class 1 Psychokinetic Manipulation Event

Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling spectre. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Ray's Tips: The Blast Stream can make fast work of these, but they're very fragile and will probably de-animate on impact with anything. So as long as that's not you, you're golden!



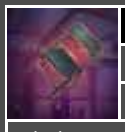
Name: Phantom Craftwork

Category: Class 5 Free-Roaming Vapor

Abilities: Slime, Food Throwing

Tobin's Summary: Many of my contemporaries in the field of paranormal study believe the cake is a hoax, dreamed up by some mischievous scholars to imply that ghosts require their own form of sustenance. I have seen such phantasmal confections with my own eyes however, and while they do not need to "eat" per se, ghosts that create such concoctions take great pride in them and are usually protective of their creations bordering on mania.

Ray's Tips: Very few ghosts actually possess the ability to create objects. Maybe that's why they get so angry if humans mess with them. Take it from me: Nothing will bring a ghost out of hiding faster than messing with their handiwork.



Name: Possessed Objects

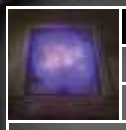
Category: Class 3 Inanimate Object Possession

Abilities: Flying Ram

Tobin's Summary: Certain more "talented" ghosts have the ability to enter solid objects and cause them to rise into the air and potentially hurl themselves at the unsuspecting. This feat is accomplished through a sort of psychokinetic osmosis where the ghost spreads its presence through the physical material of the object in question. Disruption of the object in this case should expel the spirit within.

Ray's Tips: Tear these objects apart with the Blast Stream! Once you break it, whatever spook's steering the thing will be forced out so you can fight it directly.

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Name: Psychokinetic Door Manipulation

Category: None

Abilities: None

Tobin's Summary: One effective way ghosts have of detaining people who would otherwise flee is to simply bar the exits to any given room. This is especially easy when there is a physical door in place that the spectre merely has to hold shut with its will. More intricate examples have involved ghosts creating solid barriers of psychokinetic energy to block an opening. In either case, once the offending spirit is removed the way will open once more.

Ray's Tips: Manipulating physical objects is one of the most common abilities ghost have, and it isn't unusual to see them use it to trap humans somewhere by holding doors shut. Civilians might panic when this happens, but you're a Ghostbuster! Just capture the ghoulie that's holding it shut and it'll open right up for ya!



Name: Sous Chef Ghost

Category: Class 3 Full Torso Manifestation

Abilities: Slime, Melee Attack, Utensil Attack, Inanimate Possession

Tobin's Summary: Oftentimes, when a fiercely loved or revered commander or supervisor passes from this mortal coil, his loyal subordinates will find him in the afterlife. The leader is tied to the world by his duty to his followers and when they pass on, they are tied to him by their loyalty. It's a path of mutually assured entrapment on the mortal plane in the afterlife, a sort of sad poetry.

Ray's Tips: These are your standard FTMs. Fire up the Blast Stream, drop a trap, and get down to business.



Name: Slimer

Category: Class 5 Free-Roaming Vapor

Abilities: Slime, Food Throwing

Tobin's Summary: I have seen vaporous manifestations with vaguely humanoid faces, but grotesquely distorted bodies and spindly, nigh-useless appendages. I believe these malformed entities are manifestations of raw psychic energy, and could represent some of the primal vices like gluttony or rage. They don't seem to be bound to any physical restrictions and since they have no specific tie to a human spirit it eludes me as to how one would deal with such a manifestation.

Ray's Tips: This spud's pretty hard to catch, but he's not dangerous. Use the Blast Stream like we taught you, be persistent, and everything'll go fine.



Though we're not ethereal entities, transdimensional beings, or otherworldly sprites—the jury is still out on Venkman—you can still scan us with your PKE Meter and add us to your pile of data.

OLD HABITS DIE HARD... OR NOT AT ALL

Mission Details

Ghost Scans	Art Pages
6	1





When you arrive at the Sedgewick Hotel, your good friend the hotel manager is quick to greet you at the door. He reports that Slimer is back to his old tricks again on the twelfth floor and demands a full refund for services previously rendered—unsatisfactorily. As always, Peter is quick to remind him of the fine print on the hotel's Ghostbusters invoices. The Sedgewick's warranty on rehaunting expired some time ago, giving you the green light to go grab the green goo ghost.

Follow the other three Ghostbusters into the hotel. Slimer is a slippery little spirit, so keep your head on a swivel.







In the lobby, the Ghostbusters split up. Egon goes his own way to continue taking readings around the building, while Ray and Peter make a beeline to the twelfth floor. Follow the duo to the elevators and call the elevator. As the doors open, a beautiful young woman steps off the elevator. It's the same woman who fled from the museum earlier! What a coincidence. The young lady cleverly brushes off Peter's come-on and continues about her business.

Hop on the elevator with your new co-workers and take a quick ride up to the twelfth floor. Make a left after exiting the elevator and follow your two partners down the hall. Stop at the intersecting hallway and quickly look right! It's Slimer! The speedy spirit is scarfing down leftovers on a room service tray. Sneak up to the slimy slob and blast him with your Proton Stream! Follow the little spud as he dashes farther down the hall and through a wall. He gets away again, but not before you've dispersed a little bit of his PKE.

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Give chase down the hall as the wily ghost tries to dash away. Peter decided to stay behind while Ray braves along with you. Slink down the hall and make a right at the corner.

Slimer doesn't disappear without a trace, though. As he exits through the wall, he leaves his ectoplasmic signature on the wall. Do as Ray says and equip your PKE Meter. Walk up to the slime puddle on the ground and aim your PKE Meter at it to get a strong reading.




Keep your PKE Meter out and use it to follow Slimer. Turn left at the slime puddle and follow Stantz through the doors into the next short hallway, then make a right at the end of the hall. The PKE Meter should continuously spike red as you saunter down the hall, hot on Slimer's trail.

Enter the room on the right and slowly approach the bathroom. As you do, Slimer gets spooked and dashes out of hiding! He slimes you as he escapes, leaving you covered in a luminescent green goo. Shake it off, then resume your hunt for the little spud.





Keep your PKE Meter out and exit the room through the back door. Follow the readings to another small slime pool on the ground and make a right through the next door. The next room is empty, but there is a large armoire blocking the entrance to the next room. Equip your Blast Stream and destroy the armoire.

Go through the now-open doorway and make a left into another large room. Slimer zips across the room and squeezes into a table in the corner. He's cowering again! Coax out the cowardly creature by crushing the table with your Blast Stream.

Follow Slimer into the next hallway and make a left.





Ray's Occult Art Show

Hey there, sport. I know there's no way for you to miss it, but be sure to grab the Art page floating in the hallway as you exit the elevator. I'm sure it'll come in handy soon.




About halfway down the hallway, you get a distress call from Peter! He's been slimed...again! Storm down the hall and make a right down the next corridor toward Venkman. Follow the Venkman icon at the top right of your screen to find Peter lying on the floor covered in Slimer's glowing goo.

Help Peter to his feet. Wait for Peter to finish ranting about getting slimed again, and listen for a call over the radio from Egon. He urges you and the other two Ghostbusters to meet him in the lobby. Slimer is on a rampage...and he's got company! Call the elevator behind you and hop in!




On the way down, Slimer decides to slip into the elevator and surprise slime you as he zips down to the bottom floor.

Back on the bottom floor of the hotel, things are starting to get messy. Slimer and his new pals are running amok (a muck?)! Step out of the elevator and follow the other Ghostbusters to the main lobby.



Yo!...*ahem*. Sorry, recruit. I'm conducting a study on the effects of street slang on the attention span of students in a new work environment. Anyhow, you should never waste an opportunity to scan ectoplasmic entities. During every encounter—yes, even those of the third kind—you should scan the opposing creature to log it in your data book.

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GHOSTBUSTERS™ THE VIDEO GAME




The lobby is exploding with psychokinetic energy! Slimer's been joined by several saucy Sous Chef Ghosts. Take aim at the ghosts as they zip and zoom by and scan them. Meanwhile, Slimer is scarfing down some more leftovers from a cart nearby. Scan him, too, then begin dispersing the ghosts' PKE with your Blast Stream.

Help the rest of the 'Busters stick it to the slime machine and chase him out of the lobby. As is his custom, he zips away before you can trap him. Unfortunately, so do the remaining Sous Chef Ghosts. The Sedgewick Hotel is still not safe, and to make matters worse, the ghosts have split up!



Egon and Ray take off after the Sous Chef Ghosts, leaving you and Peter to hunt down Slimer. Follow Peter to the Alhambra Ballroom where Slimer seems to have retreated. Because of your first encounter with Slimer at the Sedgewick Hotel, the manager is wary about letting you into the ballroom. With the Rodriguez bar mitzvah set to start in a half hour, he refuses to let you in. Good thing for you (and the hotel!), Venkman knows an alternate entrance to the ballroom! Follow your co-worker back across the main lobby. Hug the left wall and approach the kitchen entrance on the left.

GHOSTBUSTER GAB

In case you didn't know what I was talking about just now, the Ellis Island incident I was referring to took place a few years ago. You see, Venkman frequently complains about his uninvited contact with Slimer's ectoplasmic nature, but he often forgets how powerful that "slime" can be. During one job, we used positively charged ectoplasm to bring the Statue of Liberty to life. Actually, to say we brought it "to life" may be misleading. We simply used the positively charged ectoplasmic secretions to animate the statue. No actual spiritual infusion took place. Not *that* day, anyway.

THAT WASN'T SUCH A CHORE!

Mission Details

Ghost Scans	Art Pages
2	5




The hotel's main kitchen leads directly to the Alhambra Ballroom, where Slimer has holed himself up. Traipse into the kitchen and equip your PKE Meter. Slowly follow behind Peter.

The pots and pans suddenly begin to levitate and Peter gracefully relinquishes the lead to you. Take point and walk toward the cooking stations. When you reach the first row of stove tops, stop and scan the flying Kitchen Wisps. Once you've got your scan, switch to your Blast Stream and put down the flying pots and pans.



Walk around the long cooking stations and approach the entrance to the next room in the kitchen. It is blocked by a small table; blast it to shreds, then go through the door.



Ray's Occult Art Show

Man! Tobin was very crafty in hiding all of the artwork for his ghost entries. He's even hidden them inside objects! After blasting the table to pieces, grab the Art page as you go through the door!

Make a right in the hall and follow Slimer's trail to the Alhambra Ballroom.



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Ray's Occult Art Show

Hold the phone, soldier! While you set out to capture our resident rabble-rouser, take a moment to find two more of Tobin's little masterpieces. There are two Art pages hidden in objects in the corner of the ballroom, to the left and right of the exit. Destroy all of the objects in the far corner to reveal them, then grab them before leaving.









You've finally caught up to Slimer, but he's ready for you! As you and Peter waltz into the ballroom, the gluttonous tub of green goo gracefully glides from table to table, filling up on everything he can get his slimy little hands on. As he stuffs his face, open fire with your Blast Stream. Slowly approach the green ghost as you carefully whittle down his PKE. If he dashes away, chase after him with your Blast Stream aimed directly at his bulbous behind.

Follow Slimer around the ballroom, blasting him as he dashes left and right. If he throws food at you, sidestep his projectiles and continue your attack. After wearing Slimer down and dropping his PKE to red, slam the ghost around the room until he's completely dazed. As he floats there in a stupor, surprise the spud by dropping a trap below him. Grab him again with your Capture Stream, then maneuver the slippery vapor into the trap. Voilà! Spud in a box!





The dance in the Alhambra Ballroom wasn't graceful at all. When the hotel manager storms into the ballroom, he nearly swoons when he sees the damage. Still, Slimer is officially out of his hair. But your job is not done. You've still got to contend with the remaining Sous Chef Ghosts!

Exit the ballroom and rejoin the rest of the guys in the main lobby. The Sous Chef Ghosts have returned! Take aim at the nearest one and fricassee the flying fiend! There's only a pair of poltergeist prep chefs remaining, so leave one to your partners and focus on the second.



Ray's Occult Art Show

Hey! What's that over there? Look, behind the hotel lobby front desk. It's another one of Tobin's lost Art pages. Go around the front desk and grab it, junior!





Slam the sous specter around the lobby until he's dazed and then drop a trap! If you catch your ghost before your teammates capture theirs, help them put away the remaining ghost and clear the lobby.



Ray's Occult Art Show

Man, that is a mighty fine television in the lower lobby. I'll bet you my collection of Creatures of the Nether-realm action figures that there's another Art page hidden inside of it. Destroy the TV with your Blast Stream and claim the Art pages for the collection!





After taking down the first pair of ghosts, the head Chef Pappy Sargossa makes his grand entrance. He tosses several butcher knives at Ray and misses, then speeds away to some distant part of the hotel.

Follow Egon toward the elevators and make a right. Take the stairs up and give chase to the angry chef! About halfway up the stairs, the Chef Sargossa serves up a second course of mayhem and destroys the stairs, splitting up you and Egon in the process! You're on your own.

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MY CONDOLENCES TO THE CHEF

Mission Details	
Ghost Scans	Art Pages
5	4





After you become separated from Spengler, go down the hall and make a right. Make a right at the corner and slowly traipse farther down the hall. You'll draw out the Chef Ghost...and a surge of psychokinetically charged objects! Either dodge or blast through the Animated Objects.

Then take aim at the new Sous Chef Ghost floating down the hall. Sargossa's loyal kitchen helper will speed up and down the corridor, trying to hurl more objects at you. Stay on his tail and wear him down.



Ray's Occult Art Show

Say there, rookie. Slow down. Instead of rushing after the ghost like a bat out of Hades, why don't you take a detour into an alcove on the right of the main hallway? Just after encountering the Sous Chef Ghost, explore the intersecting hall and follow it to another Art page!



Follow the kooky cook down the hall until you're forced to turn left. Blast the ghost as you go and stay close.



Eventually the Sous Chef specter leads you to a small section of the hall where he's set up a makeshift roadblock for you with two large, slimed objects! Use your Capture Stream to grab the objects and move them out of the way.



Ray's Occult Art Show

Talk about a lucky day! There's another hidden Art page in the large machine in the left corner of this room. Blow it open and claim Tobin's doodles for the collection!

Enter the bar just beyond the ghost's blockade and confront the feisty foodie.









Immediately upon entering the bar, look high and locate the Sous Chef spirit. He's got a talent for tossing furniture, but you're packin' a Positron Collider. Advantage: you. Greet the spicy Sous Chef with a blast from your Neutrona Wand and begin whittling down his psychokinetic energy. Hold him off with your Blast Stream while dodging his projectiles. Leap out of the way of his range and rush attacks, and stay ahead of him to keep out of his sliming range.

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Eventually, the ghost realizes he's bit off more than he can chew and begins to tire. Slam him a few times to zap his PKE, then trap the ghost! The other three Ghostbusters finally manage to catch up just as the exit door to the bar mysteriously unlocks.





Go through the door into the Chef's personal kitchen. Although the kitchen seems empty, there is a large glowing green cake sitting on a table at the center. Draw out Chef Sargossa by grabbing his perfectly prepared pastry and tossing it into the blazing hot oven at the other side of the kitchen!

Chef Sargossa doesn't take kindly to your amateur baking techniques and rushes out of hiding from the oven. Immediately open fire with your Blast Stream and begin to obliterate the Chef's PKE.



Ray's Occult Art Show

Don't be distracted by Sargossa's delicacies! In fact, why don't you just destroy the entire kitchen while you're in there? While battling Sargossa, destroy the equipment on both sides of the oven. You'll find an Art page in each corner of the room!







Keep the heat on Sargossa until he flees back into the oven. In his absence he leaves several Kitchen Wisps to take up his fight. They're not particularly dangerous, so either blast them to bits or dodge their Flying Ram attacks until they destroy themselves.

When the final wisp is destroyed, Sargossa comes back out for Round 2.





While Sargossa was in the oven, he slowly recuperated some of his PKE. Get back to work and disperse his PKE again. This time, he isn't as courageous as before and it doesn't take as long spook him back into his toasty refuge. Continue battling the Kitchen Wisps and whittling down the Chef's PKE until it's red and he's ready to fall like a deflated soufflé.



Slam the Chef around his kitchen to daze him, then toss the trap and finish him off. Just as you wrap things up at the hotel, you get a radio call from Winston. He's got something to show you outside the Sedgewick...but it doesn't sound good.

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WELCOME TO SLIME SQUARE



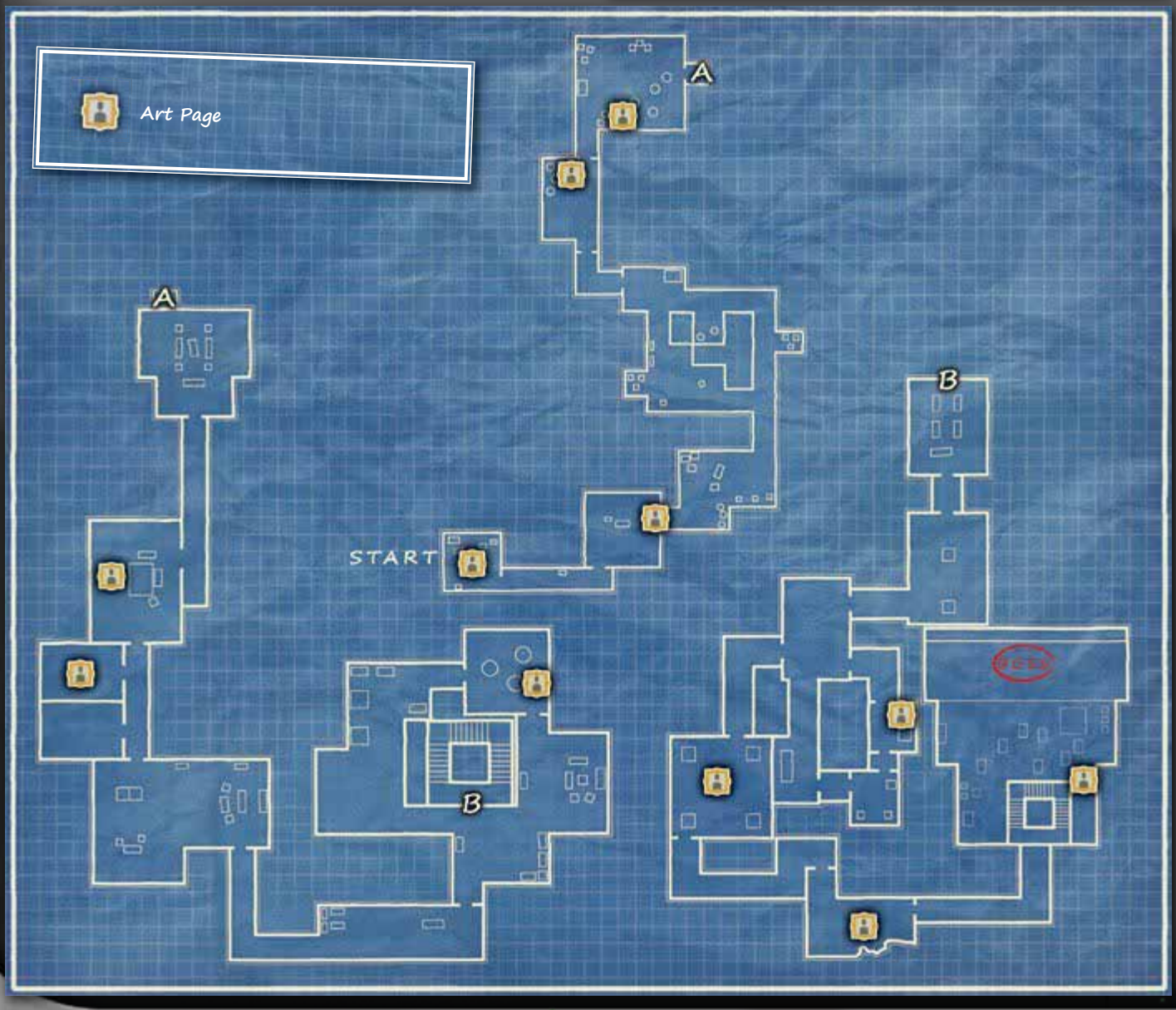


As the saying goes, "there's no rest for the wicked." Even though it usually means that the wicked shall forever be tormented, in New York it means that the wicked never take a day off. And that goes double for the people that hunt the wicked. No sooner do you and the other Ghostbusters wrap things up at the Sedgewick Hotel, Zeddemore finally arrives at the hotel steps with an old "friend" in tow.

As you emerge from the hotel's front doors, you can see a familiar sight adorning the New York landscape—the Stay Puft Marshmallow Man! Something has stirred the supernatural pot and reanimated the Stay Puft Marshmallow Man. He stomps, squishes, and goops up everything in his way. But he's not stomping about town without purpose; he's looking for something...or someone. By the time you exit the hotel, Stay Puft has ravaged the city, creating a near-impassable ocean of marshmallow goo all over the city streets.

GHOSTBUSTER GAB

Yeah, about that "it wasn't me this time" comment I made to Egon. Let me explain. You see, I might have been just slightly at fault the last time we met with the Stay Puft Marshmallow Man. During our confrontation with Gozer, we were given the choice to select the form Gozer would take. While the other guys immediately cleared their minds of all thought, I tried to come up with the most harmless thing I could think of—the Stay Puft Marshmallow Man! It didn't work out so well.



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HIGH RISE SHENANIGANS

GHOSTS ENCOUNTERED



Name: Construction Ghost

Category: Class 2 Full Torso Manifestation

Abilities: Slime, Melee Attack, Inanimate Possession, Hiding

Tobin's Summary: Oftentimes casualties of a large construction effort will remain in the building, haunting it. This was most common in the cathedrals of the middle ages, when conditions were hazardous and construction practices were haphazard at best. These beings can usually be dispelled with a proper burial or, barring that, extensive wards and sigils to banish them.

Ray's Tips: To the general public, a ghost like this is frightening. To us, it's more or less a standard specimen full torso floater, best handled with the Blast Stream, which also works well on anything it tries to animate or hide in.



Name: Charged Destructor Manifestation Residue

Category: Paranormal Residue (caustic)

Abilities: Very hot and sticky

Tobin's Summary: A Destructor Manifestation's power is rumored to be such that even something as simple as the Residue left behind from its contact with physical objects can pose a threat to humans. It is possible this Charged Residue could even take on a separate life of its own that could pose almost as great a threat to humans as the Destructor Manifestation itself.

Ray's Tips: As if the normal goop wasn't sticky enough, the Charged variety of this residue can actually produce minions that attack nearby humans. Don't take too long destroying this fluff with a Boson Dart or you could get swarmed.



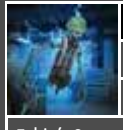
Name: Destructor Manifestation Residue

Category: Paranormal Residue (inert)

Abilities: Very sticky

Tobin's Summary: A Destructor Manifestation's power is rumored to be such that even something as simple as the Residue left behind from its contact with physical objects can pose a threat to humans.

Ray's Tips: This stuff sounds worse than it really is. This stuff can be easily melted with a Boson Dart, so bombs away!



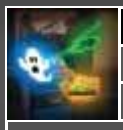
Name: Electrokinetic Specters

Category: Various

Abilities: Invulnerability

Tobin's Summary: Some ghosts have been known to develop the ability to absorb different forms of energy. One such phenomenon is electrokinesis, the ability to drain electrical charge. Many speculate that spectres with this ability were victims of lightning bolts, but I personally believe it is a learned ability.

Ray's Tips: When a ghost goes "sparky," you need to find something to pull the electricity out. Look for a battery or the like that you can pick up and pull through the ghost with the Capture Stream. If you try zapping the bugger while he's charged like this, the feedback will just short out the Proton Pack.



Name: Electronic Wisps

Category: Class 4 Psychokinetic Manipulation Event

Abilities: Flying Ram

Tobin's Summary: Since the advent of cinema I've seen ghosts that can take advantage of the ethereal nature of the moving picture, removing images from the screen and making them move about, terrifying and sometimes harming the innocent. This is either an advanced form of telekinesis that manipulates the very light that composes the images, or a psychomanipulative ability, making the victims believe they are being assaulted by images they were previously viewing on screen.

Ray's Tips: Even brief contact with the Blast Stream will vaporize these. Try Boson Darts if you get swarmed heavily, but because they lack a physical form, they will eventually fizzle out on their own.



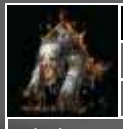
Name: Gargoyles

Category: Class 6 Psychokinetic Animation Event

Abilities: Melee Attack, Spectral Fireball, Stone Skin

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but also to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred, depending on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Ray's Tips: Their stone skin resists many ghostbusting tools, including most of the experimental gear you're trying out. Liberal application of the Boson Dart is the best way to reduce these to rubble.



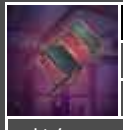
Name: Marshmallow Minion

Category: Class 5 Destructor Manifestation Homunculus

Abilities: Bite Attack, Marshmallow Launch

Tobin's Summary: Some destructor manifestations of gods have been known to spawn smaller minions from their bodies. These creatures carry out menial tasks and terrorize the denizens of an area while the destructor form goes about its business leveling the architectural structures. The minions are often weak and travel in large numbers to overpower their prey.

Ray's Tips: The Blast Stream will take these out pretty easily, but they are strong enough to justify giving Boson Darts a try if you're in a hurry or facing several of them.



Name: Possessed Objects

Category: Class 3 Inanimate Object Possession

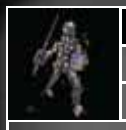
Abilities: Flying Ram

Tobin's Summary: Certain more "talented" ghosts have the ability to enter solid objects and cause them to rise into the air and potentially hurl themselves at the unsuspecting. This feat is accomplished through a sort of psychokinetic osmosis where the ghost spreads its presence through the physical material of the object in question. Disruption of the object in this case should expel the spirit within.

Ray's Tips: Tear these apart with the Blast Stream! Once you break it, whatever spook is steering the thing will be forced out so you can fight it directly.

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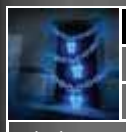
Name: Printer Paper Zombies

Category: Class 2 Organic Physical Conglomerate

Abilities: Melee Attack

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: Seeing animated objects taking humanoid shape is always a little unsettling, even when it's something as relatively harmless as paper. If you want to trash these guys, use the Blast Stream and burn them down to their weak points. After that, tearing these apart is as easy as wrangling and slamming those points.



Name: Spirit Locks

Category: Psychokinetic Locks and Keys

Abilities: None

Tobin's Summary: Due to the elusive nature of ghosts, it's no wonder they've developed a fairly effective way of barring passage to places they don't want humans to tread. I've discussed a simpler case involving psychokinetic door manipulation, but a more advanced case involves a ritual of sorts. The barrier in question is given Spirit "Locks," and each ghost involved in the ritual is imbued with a "key." These spirits usually flee the area, entrusted with the door's sole means of opening. If any of these spirits is disrupted, then its lock will dissolve from the door. I've seen some cases where the key masters will flee the country, requiring an intrepid hunter to scour the globe to access whatever might lie behind the spirit seal.

Ray's Tips: Ghosts protecting or guarding an area to keep the living out is one of the oldest tricks in the book, rookie. To bust a Spirit Lock, just capture each ghost (there may be several!) that has one of the Spirit Keys. There will always be one Spirit Lock on a door for each Spirit Key you need to grab from nearby ghosts.



Name: Stay Puft

Category: Class 7 Avatar Manifestation

Abilities: Debris Throw, Mallow Throw, Grab Attack

Tobin's Summary: Gozer was a deity that rose to prominence in Sumeria around 4000 B.C. He was known as Gozer the Traveler, Gozer the Gozerian, and Gozer the Destructor. During each of his manifestations in the material plane throughout history, he would enter through a portal and choose a form designated by the worshipers who were present. Sketchy accounts and records mention his choice of a "Giant Sloar" in one instance and a "large and moving Torb" in another. I've tried to cross reference many tomes to decipher just what these were and have only been able to definitively conclude that they were not pleasant things at all.

Ray's Tips: One Blast Stream isn't going to make much of an impression on my old friend here. Boson Darts will at least do some good, but your best tools are probably the debris he likes to throw. Catch these objects with the Capture Stream and drop them back on him! Marshmallow doesn't stand up so well to heavy, solid objects, even when it is charged with the energy of an ancient evil entity like Gozer. Try to be quick about dealing with him, though. Things might get bad if he gets up here within grabbing range....

ONE S'MORE TIME

Mission Details

Ghost Scans	Art Pages
7	4





The team decides to split up. Ray, Peter, and you speed down the street to sneak into the building that Stay Puft seems to be searching, while Egon and Zed speed off in the Ecto-1 to prepare it for the confrontation with the building-sized bundle of ectoplasmic confection.

After entering the building, you and Ray split up from Peter. Don't worry about him, he can take care of himself. The door leading out of the basement room of the building is blocked off by a large green piece of slimed debris. Activate your Capture Stream and move it out of your way.



Ray's Occult Art Show

Hey, kiddo. Before leaving the starting room, turn left and blow open the crates in the rear-left corner of the room. There's another one of Tobin's spiffy Art pages inside the crates. How do I know? Call it a supernatural radar.





Dash down the long hallway and blast through the warning tape on the left. Enter the small room and restore power to the room by grabbing the battery lying on the floor with your Capture Stream and maneuvering it into the empty generator slot along the far wall. The locked door on the right springs to life and opens up once the battery is in place. Turn right and go through the door.

In the next room, use your Capture Stream to wrangle a green door off its hinges and rip it away.

The next hallway is blocked by a large pile of marshmallow. Do as you're prompted and unleash a Boson Dart to melt the marshmallow mound.



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Ray's Occult Art Show

Man, what a find! Another Tobin Art image is hidden inside the large marshmallow mountain. It'll be all sticky and covered in Stay Puft's goop, but maybe we can get Dana Barrett to restore it.







Make a left down the hall and approach the open doorway in the corner. When you get too close, the door slams shut and is locked with two glowing blue Spirit Locks! Suddenly, a Construction Ghost swooshes out of the locked doors and into the room. He's collared by a glowing blue key. That's your way through the door! Turn around and lock on to the quick Construction Ghost and open fire.

Follow the ghost around the area while slowly wearing down his PKE. He's not particularly dangerous, though he will slime you if you stand still. Stay on the move, dodge his swooping slime attacks, and take him down. After trapping the first Construction Ghost, prepare for his partner to pop up. Put him away like you did his buddy to make the door unlock!



Sprint through the next hallway until you run into a large mountain of molten marshmallow!





Take a few steps toward the marshmallow. You're attacked by several of Stay Puft's Marshmallow Minions! These little critters go down rather easily, but can still muck you up and slow you down. Since the charred pile of marshmallow acts like a spawning nest for the minions, blow it up quickly. Otherwise, you'll battle marshmallow minis all day long.

After destroying their spawn house, turn your Boson Darts on the Marshmallow Minions scampering around and melt them! With the path cleared, venture ahead into another large room with a powerless generator.



Ray's Occult Art Show

Wow! Stay Puft must've had a ton of these Art pages stuck inside him, because there's another piece hidden inside the molten marshmallow mound. Grab it after you destroy the mound and add it to the collection, sport!







The generator at the rear of the room is inactive, but a wasted battery sits on the floor. Luckily, an Electrokinetic Specter also inhabits the room. Ignore the charged spook and take down the other nonelectrically charged ghost. Try and stay out of sparky's way as you take down his buddy. After you've eliminated the first ghoulie, turn to the battery and grab it with your Capture Stream.

Lift the battery into the air and rub it against the Electrokinetic Specter as he floats by. It might take a few attempts, but all you need to do is to graze him. When you do, the battery steals the spook's charge, making him vulnerable to your Blast Stream. Shove the charged battery into the generator, then turn on the ghost and put him away.



Ray's Occult Art Show

Well, will you look at that? There's another Tobin Art file just left of the entrance to the generator room. Blast the junk on the right to reveal it, then nab it!

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GHOSTBUSTERS™ THE VIDEO GAME



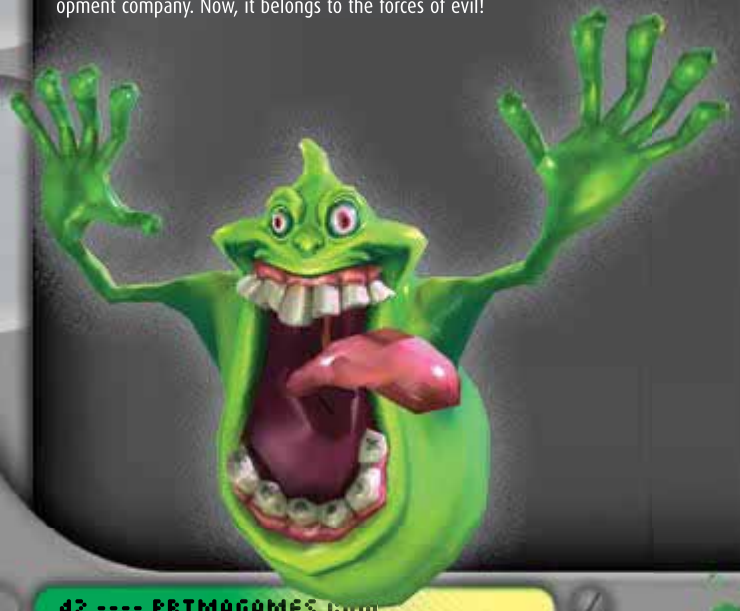
When the generator comes back online, the elevator at the far right powers on. Step on and go for a ride!

GOIN' UP!

Mission Details	
Ghost Scans	Art Pages
2	3



Upon reaching the top floor, the windows shake and shatter more as Stay Puft stomps down the street. The entire top floor belonged to a game development company. Now, it belongs to the forces of evil!



Step off the elevator and fend off the first wave of Printer Paper Zombies that spring out of the copy machine in the room. Behind them is a large pile of marshmallow gunk. Disintegrate it, then grab one of the large green pieces of debris and plug the hole above the now-smoldering pool of sweetness.



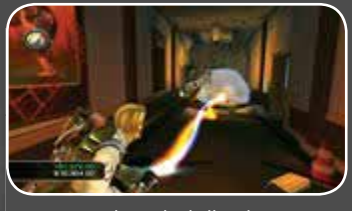






Venture down the hall and fire off a Boson Dart to melt the 'mallow blocking the path ahead. Make a right at the end of the hall and enter the offices. Turn left and locate another mountain of Stay Puft's marshmallow goo. Blow it up. Then turn to face the right wall where a row of arcade machines lines the wall. Start blowing them up before they release too many Electronic Wisps.

When the wisps start flying out, disperse them with your Blast Stream and then finish destroying those video game machines—they rot kids' brains anyway. When the room is clear, turn around and go through the door on the left.





Saunter down the hall and remove another pile of goo blocking your way. The hall has two rooms on the right. Go into the first room on the right to find three Construction Ghosts haunting the restroom.

Sneak up on the trio of phantoms and let 'em have it. The room is small, but the hallway would make for an even tighter arena for the battle so keep the fight with the ghosts inside the restroom.

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Exit the restroom and backtrack into the hall. This time, enter the second restroom on the right side of the hall. Another Construction Ghost haunts the stalls! Set him to rest by zapping him, slamming him, and trapping him.



Ray's Occult Art Show

You know, these Construction Ghosts may have built things in their former lives, but in their afterlife they do nothing but help tear things down. It's sad, really. Take this restroom, for example. If you slam the ghost around to daze him, you'll also destroy the stalls.



Of course, you'll also find another Art page in the far right corner, so all it's not for nothing. Grab it…but you might want to wear some gloves first. You don't know where that Art has been.







Finally, backtrack into the hall and make a right. Go through the door at the end of the hall and enter the large playroom with a ping-pong table near the center. The room is covered in marshmallow with several large marshmallow mountains sitting near the room's corners. Rather than being attacked by more of Stay Puft's marshmallow mutts, instead you face more Printer Paper Zombies that the copy machines spawn.

Slam the paper pests to disperse them, then turn on the Electronic Wisps being unleashed by the arcade machines in along the walls. Fend off the fiends, then turn on their spawn points. Use Boson Darts to blow up the copy and arcade machines to keep more enemies from joining the battle.



Ray's Occult Art Show

Something tells me there's another piece of Art hidden inside these marshmallow mounds. Melt the mountain just left of where we entered and find out!







Destroy the large marshmallow mountain blocking the door on the left and go into the next hall. Follow the hall down and to the right until you reach a large, wide open room inhabited by more Marshmallow Minions! Stay near the hall and roast them as they approach.

Approach the rear of the room and take aim at the copy machines. When the Printer Paper Zombies start pouring out of the machines, shred them with your Blast Stream, then slam them to finish them off. Turn back to the copy machines and blow them up to keep more Zombies from rising.



Enter the room on the left to find a Construction Ghost running wild. He seals the door ahead and speeds off into another part of the large room.

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GHOSTBUSTERS™ THE VIDEO GAME






Make a left and chase after the squirrelly ghost. He'll hide in different objects, so equip your PKE Meter and follow the readings to his hiding spot. If any Electronic Wisps pop up, neutralize them and then blow up the arcade machines nearby to keep more from spawning. Draw the ghost out of his hiding spot with your Blast Stream, then get to work on dwindling his PK energy.

Follow the ghost around the O-shaped room as he plays hide-n-seek. Blast him out of his hiding spots, then follow that up by blasting him directly. Wear him down, then trap him. Once he's trapped, the door at the center of the room opens up!



Logic dictates that if the ghost has no place to hide, he'll be much easier to find. So before drawing him out, destroy all of the furniture and, well, everything else, for that matter. You have to remember, ectoplasmic energy is capable of matching the molecular bond of nearly anything, making ghosts able to hide in almost any object.



Ray's Occult Art Show

You know, I've never understood the beanbag chair phenomenon. I mean, they offer little to no back support and often closely resemble a Class 1 ectoplasmic dropping from bi-dimensional Sloth demons. Still, the kids love 'em. Anyhow, destroy the beanbag chair in the right side of the O-shaped room to find another Art page.



Enter the now-open door and carefully climb the stairs to the left. The stairwell is empty for now, but as you climb, Stay Puft will pepper the walls with balls of charred marshmallow that spawn more Marshmallow Minions. Blast them with Boson Darts as you climb the steps and stay on the move! If you allow yourself to get surrounded, the cramped quarters will make it difficult for you to move...especially if you get covered in marshmallow goo.

TOP FLOOR: HAUNTINGS, DEMONS, AND MARSHMALLOW MONSTERS

Mission Details

Ghost Scans	Art Pages
3	3




Finally, reach the top floor and storm into the first room. It's empty, but the exit is blocked by more of Stay Puft's soft squishiness. Obliterate the marshmallow mess and then rush into the next room where several marshmallow mutts rush out to munch on you. Open up the nozzle on your Neutrona Wand and let the protons do their thing on the little monsters.

Destroy the two large molten 'mallow mounds in the room and stop more minions from spawning. Make a right into the next room. There, another Construction Ghost and several more Marshmallow Minions haunt the generator room.






Get to work on the large mountains of marshmallow first. Blast past the first few minions as you approach their spawning point and ignore the Construction Ghost altogether. He'll slime you a bit, and the Marshmallow Minions will attack, but you need to stop more enemies from spawning before you start clearing the room. After destroying the spawn points, turn on the little sugary minions and burn 'em!

With the Marshmallow Minions no longer at your feet, use your Capture Stream to grab the slimed debris and plug the hole in the center of the ceiling. Find a drained battery inside the large mound in the right corner and pick it up with your Capture Stream. Rub the battery against the Construction Ghost to charge it up, then drop it. Turn your Neutrona Wand on the ghost and take him down.

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Pick up the charged battery again and maneuver it through the door on the left and into the small room with the generator. Slide the battery into position.



Ray's Occult Art Show

Listen up, recruit. The generator room is a perfect place for another hidden Art page. Blow up the junk to the left of the generator and see if there's another Art page for the collection!





Rush across the room and find the next dead battery. Pick it up and charge it up using the Construction Ghost in the room. Once charged, drop the battery, take out the ghost, and go back into the generator room to slip the recharged battery in place. When you do, the sliding gate rises and the doors in the first room unlock.

Backtrack to the room and go through the doors.

The next room has more Marshmallow Minions. Blast them away, then plug up the holes in the wall with the slimed debris. Turn on the molten marshmallow piles and melt them with Boson Darts.





Ray's Occult Art Show

Man, this place is a mess. But luckily the place is a virtual paranormal art gallery! Don't believe me? Check the charred marshmallow mound in the corner of the room. Yup! There's another one of Tobin's Art files.

Slowly venture into the next hall. Follow it to its end and melt the next marshmallow wall in your way. Doing so uncovers a doorway leading into an office, where the mysterious young lady is cowering in fear.









Our not-so-friendly mountain of goo seems to have found what—or more accurately whom—he is looking for! It's the same lady who fled the museum and was later at the Sedgewick! Rush to her defense as she cowers in the corner. Fire off a shot from your Blast Stream and mellow out the crazed marshmallow.

Stay on the right side of the room to avoid getting smacked when Puft punches through the wall. Keep a steady Blast Stream on him and hold him off while the damsel in distress cries for help. When his little Marshmallow Minions come rushing out, scorch them with your Blast Stream. Then turn on their master. Pump Puft's hand full of Boson Darts and force him to recoil in pain. When he does, he leaves behind a small pile of mush. Blow it away with a Boson Dart and then turn back on Stay Puft. Continue forcing him to recoil in pain until you can rush to the lady's aid!

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DOWNTOWN. SHOWDOWN. MELTDOWN.

Mission Details	
Ghost Scans	Art Pages
0	1



When the coast is clear, you and the young lady escape through the side door. It leads to an exit hallway where the young lady runs straight into Venkman's arms...literally.

GHOSTBUSTER GAB

That's the last time I offer to get anyone coffee. It seems that every time I offer to do something nice, I get nothing but sarcastic comments from my peers: Stantz's coffee crack in the exit hallway, for example. Just because, on one job, I happened to take a bit too long getting coffee while Egon was drilling a hole in the middle of the street, all of a sudden I'm deemed a caffeinated slacker. A coffee jockey, if you will. I swear, I'll never hear the end of it. Do yourself a favor, rookie, when it comes to coffee, look out for number one...and yours truly. Black, two sugars, thanks.





Rejoin Venkman and his lovely guest to plan an escape from the building. Much to everyone's surprise, she asks if Señor Soft Serve is a manifestation of Gozer. How could she possibly know that? No sense in trying to figure that out now. You need to get out of the building. Ray kicks open the door just as the building begins to shake. Go through the door and rush up the steps!

Exit through the door and emerge onto the building's roof. With no immediate way off the roof, you're trapped for the time being. Just then, Gargoyles emerge from out of nowhere! Fight them off as you would any other ghost and make short work of them. Quickly disperse their PKE with Boson Darts!



Ray's Occult Art Show

This is it! The final Art page is just around the corner. Immediately after reaching the roof, turn right and find the niche in the wall. There it is. Grab it!







After you and the boys destroy the Gargoyles, things quiet down for a bit. Examine the edge of the roof with your PKE Meter. Stay alert, however, as Stay Puft is still itchin' for some action. He sends up a swarm of little marshmallow baddies. Roast 'em before they reach you and then welcome the next batch of Gargoyles that swoop in for a meal.

After you've killed off his little army, Stay Puft tries to take things into his own gooey hands again. He leaps up from the side of the skyscraper and lunges at you! Immediately open up your Blast Stream and feed him a dose of protons!



Keep a steady fire on Stay Puft and wait for him to recoil and secure a grip on the roof. Shift your aim to his hands and toast his stubby sausage fingers. Keep a steady flow of Boson Darts on his hands until he falls down the side of the building in flames.

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Egon radios the team with good news; he'll have the Super Slammer ready and at your position in a few minutes. All you need to do is hold off the partially roasted giant marshmallow. The only way to hold him off is to hang over the side of the building and face him eye to eye. Over the side, you go! You've got some good news and some bad news, however. Good news: Instead of falling straight into your prey's 'mallowy mouth, you're dangling over the side of the building as Stantz keeps you suspended by your belt! What luck! Bad news: That means it's up to you alone to hold off Stay Puft if he tries to reach the roof again! Bummer.





As soon as Stay Puft decides to no longer stay put, open fire! Keep your Blast Stream trained on his face and let your Proton Pack vent very often to keep it from overheating. Wait for him to grab a large piece of concrete and toss it at you. When he does, use your Capture Stream on the piece of concrete and aim it over his face. Let the chunk of building drop and hit him square in his squishy face!

Once he regains his hold on the building, he'll begin serving up a few bus-sized marshmallow fastballs at you. Shift your Blast Stream to them and knock them out of the park. The stream will disperse the marshmallow and it'll pass over you harmlessly.



Repeat this process until you've thoroughly roasted the Marshmallow Man. Finish him off with a few Boson Darts to the face. Watch him as he slips off the side of the building, leaving 54th Street covered in a delicious goo.

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GHOSTBUSTERS™ THE VIDEO GAME

CHECKING OUT THE LIBRARY





Although the events of Times Square are behind you, there's an ominous feeling of foreboding floating around the firehouse. Perhaps that's because the catalyst for the supernatural surge, Dr. Selwyn, is sitting at Egon's workstation. She's been functioning like a magnet for psychokinetic energy, drawing all manner of paranormal activity to her. First it was the wave of psychic turbulence at the museum, then it was the resurgence of necroanimated activity at the Sedgewick, and more recently, the return of the Gozerian avatar, Stay Puft!

After poking around the firehouse for a bit, walk over to Egon's station to learn about the Shock Blaster addition to your Proton Pack, then listen in on Dr. Selwyn's interview. The professor is actually something of a Gozerian scholar. She's been hired to be a guest curator for the Gozer exhibit at the Natural History Museum.

GHOSTBUSTER GAB



Hey newbie. Nice place isn't it? Before rushing off on your next mission, why not get to know the firehouse a bit first? Go ahead stroll around the place. See that large painting leaning against the wall of the bottom floor? Yeah, that's Vigo, a *real nasty* Carpathian warlock that we battled a few years ago! In fact, that there is the very painting that serves as Vigo's transdimensional prison. During our showdown with Vigo he possessed yours truly. I like to think that he was able to possess me not because I'm weak minded, but rather because I'm more open to the ethereal plane.

Oh, and while you're checking out the place, be sure to go down the fireman's pole. You know, to try it out!



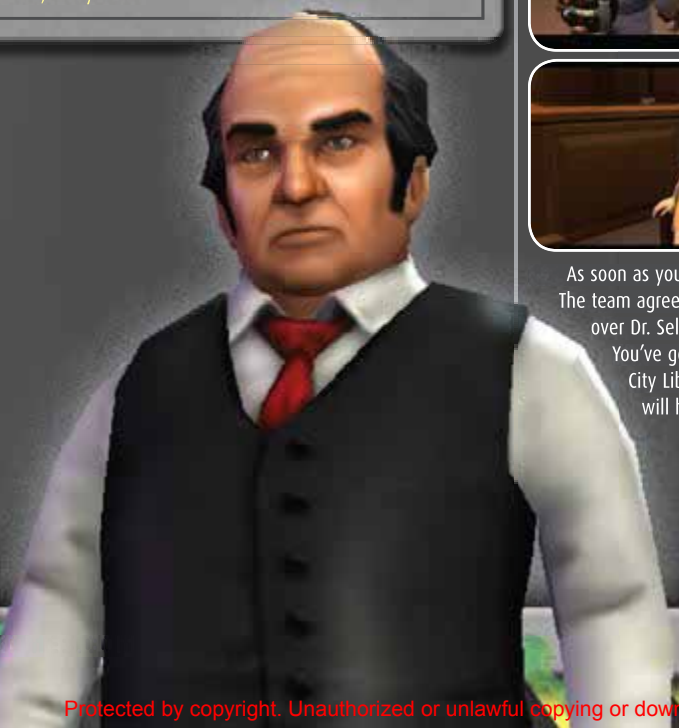
Before you can get any more info from your lovely guest, you're unexpectedly interrupted by another ghost from your past, Walter Peck! A former agent of the Environmental Protection Agency, Peck is now the head of P.C.O.C. (pronounced "peacock"), the Paranormal Contract Oversight Commission. Given the recent increase in paranormal activity, the City Council has requested that the Mayor keep an eye on the Ghostbusters, and he's hired Peck to do just that. Lucky for you and the rest of the team, Peck needs you just like you need him. Better still, the Mayor needs all of you to play nice so he can stay in good standing with his constituents. Even though you're now working together, Peck still refuses to extend the Ghostbusters an invitation to the opening of the Gozer exhibit at the museum tomorrow.







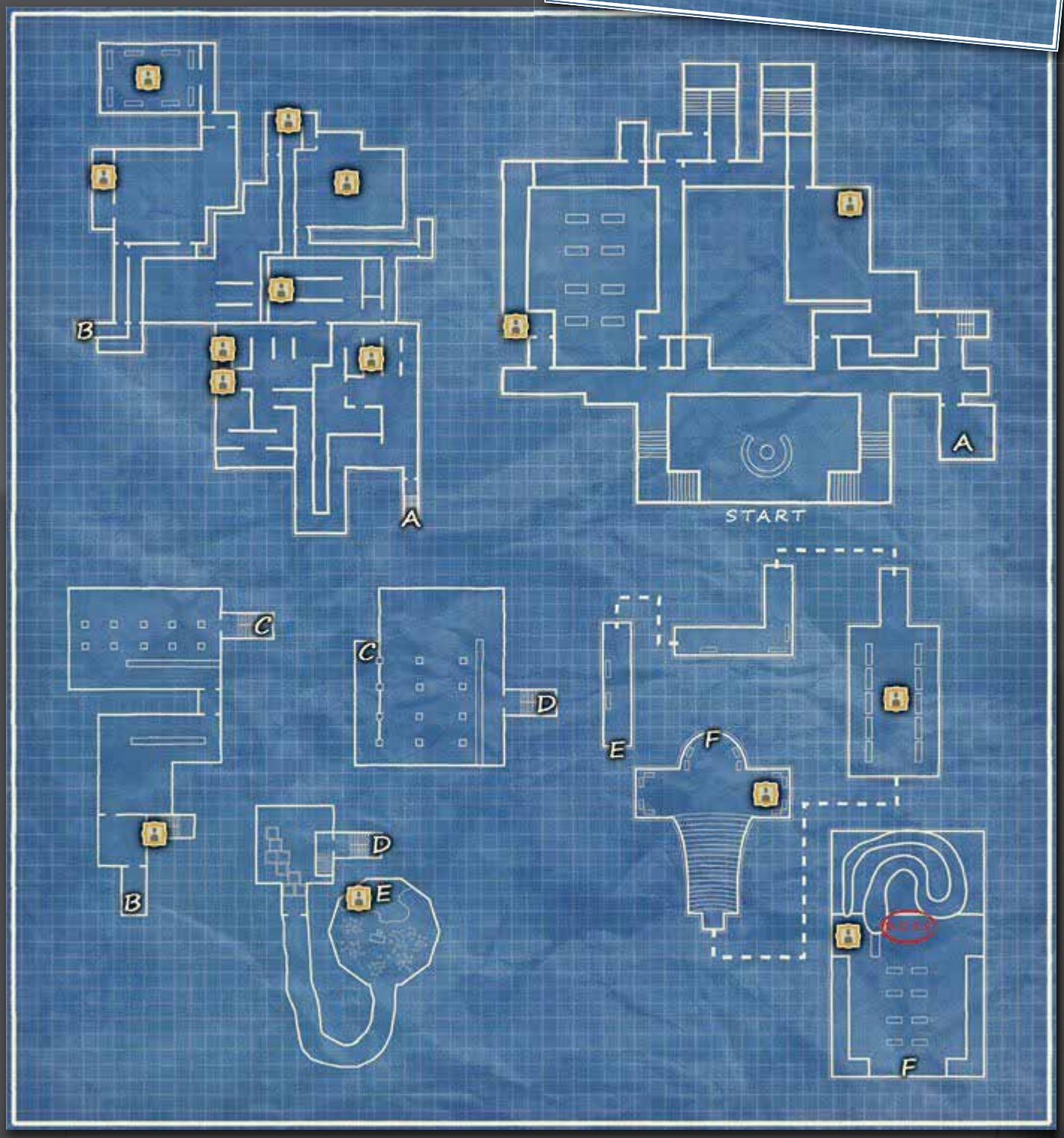
As soon as you're ready for some more action, go downstairs and talk to Venkman. The team agrees to examine the museum while Venkman stays behind to watch over Dr. Selwyn. While in route to the museum, you get a call from Janine: You've got a detour to make. A frantic call just came in from the New York City Library. It's another old friend...the Gray Lady! Looks like the museum will have to wait for now.



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THIS TIME IT'S PERSONAL

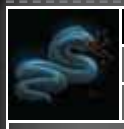
Art Page



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GHOSTS ENCOUNTERED



Name: Azetlor, the Collector

Category: Class 5 Demigod

Abilities: Book Ball Spit, Book Ball Explosion, Body Slam

Tobin's Summary: Azetlor was a Sumerian demigod that ruled over the lost. He was entrusted with collecting things that fell through the cracks—souls, artifacts, civilizations, etc.—and ensuring they returned to reality safely in a new form. Azetlor eventually became greedy, however, and began to take things that weren't lost, overstepping his bounds. He was banished for his hubris to the abyss, and it is said that he waits there for someone to set him free.

Ray's Tips: This creep's bad news all around. Our ghostbusting tools weren't really intended to fight a demigod. Your best bet might be using his own weapons against him, namely the balls of books he likes to spit out. Pick them up with the Capture Stream and launch those back at him using Boson Darts. Then see if you can find a weak point to target while he's too stunned to protect himself; the P.K.E. Goggles can help with that.



Name: Book Bats

Category: Class 3 Psychokinetic Manipulation Event

Abilities: Melee Attack, Paper Javelin, Book Shield

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: This is what the Shock Blaster was made for! Blast away and you won't have much trouble from these psychokinetically manipulated works of literature.



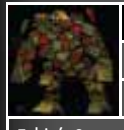
Name: Book Centurions

Category: Class 4 Organic Physical Conglomerate

Abilities: Flying Ram

Tobin's Summary: Oftentimes, in the vicinity of a ghost with strong psychokinetic abilities, certain small objects will seem to take on a life of their own, moving at the behest of the controlling spectre. It's important to make the distinction between these objects that are being remotely manipulated and those having an actual spectral presence inside them.

Ray's Tips: These are the Gray Lady's middle-of-the-road conglomerates. You need to expose the weak point on their shield and slam it off before you can attack the Book Centurion himself. The Blast Stream and Shock Blast are both good choices for shredding these guys.



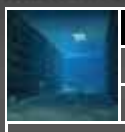
Name: Book Golem

Category: Class 7 Organic Physical Conglomerate

Abilities: Melee Attack, Long Arm Attack, Summon Book Bats

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: Look sharp, rookie. These guys hit like a pile of books. Big, heavy, books! The weak points on these monsters are well protected, but the Shock Blast remains your best choice for exposing them.



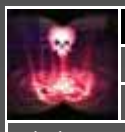
Name: Cold Spots

Category: None

Abilities: None

Tobin's Summary: In certain areas of high supernatural activity the air will be cold in specific pockets, regardless of weather or ventilation. I believe this is the human subconscious extending some awareness into the ethereal realm and feeling the presence of ethereal entities there in the same physical space that they're standing in. Since the ethereal is closely tied to psychic emanations from mankind, this theory doesn't seem too far-fetched.

Ray's Tips: Wear a sweater.



Name: Ghost Snares

Category: None

Abilities: None

Tobin's Summary: In a sign of higher intelligence and potentially calculative malevolence, some ghosts lay the paranormal equivalent of traps. The ring of concentrated energy lies dormant and invisible until an unsuspecting traveler comes across it. There is a brief moment where the Snare reveals itself, and then the person is injured through any of several means that the spirit could have woven into the trap. They can be detected with some of the equipment I've devised, but in most cases it's too late when you've gotten close enough to measure a reading.

Ray's Tips: It never hurts to keep an eye out, and in the case of Ghost Snares, it can hurt very much not to. The P.K.E. Goggles can see invisible traps like these easily, but there's no way to destroy them: You'll have to find a way around them.



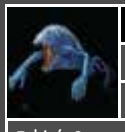
Name: The Gray Lady

Category: Class 7 Full Torso Floating Manifestation

Abilities: Shushing

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there. The spirit remains until either the business is attended to or it is driven away.

Ray's Tips: The Gray Lady! Good job getting a clear scan of her, rookie! In this form, she's fairly harmless, but unfortunately she's also too elusive to actually trap.



Name: Library Phantasms

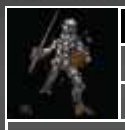
Category: Class 4 Free-Roaming Floater

Abilities: Slime, Inanimate Possession, Hiding

Tobin's Summary: While some ghosts possess the ability to enter a solid object and then levitate it through their own power, others have the ability to manipulate objects at a distance, without even coming into contact with the object in question. These spirits are considered powerful and quite dangerous and have been known to levitate furniture and other heavy objects, hurling them at innocent people. They can also imbue small objects with a small degree of intelligence. The resulting objects have enough focus to aim themselves at people and try to impact under their own power while the animator ghost goes about its business elsewhere.

Ray's Tips: The Gray Lady's made some ugly friends since the last time we saw her. You'll have to use the Blast Stream to actually capture these, but the Shock Blast can work great for clearing out furniture they would try to hide in or control.

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Name: Literature Page Zombies

Category: Class 3 Organic Physical Conglomerate

Abilities: Melee Attack

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: The Gray Lady really knows how to make friends! But, these aren't much to worry about. The Shock Blast can quickly expose the weak points on these guys, which leaves wrangling and slamming as the only thing left to do to dismantle them.



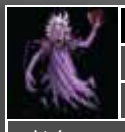
Name: PKE Resonant Motility

Category: None

Abilities: Floating Platforms

Tobin's Summary: Most of the times I've encountered free-floating objects, they have been inhabited by some form of spectral presence. The exceptions are objects that appear to have been altered to resonate with ambient PKE levels and move about under their own power. In most of these cases the only thing one can do is tether the object to something and keep an eye on it.

Ray's Tips: These usually aren't mobile, but if a spook is actually moving an object around it will usually end up entropically biased as a result, meaning you can use the Stasis Stream to hold it in place for awhile. But finish whatever you need to do quick: the ghost will fight the effect and will quickly get the object moving again.



Name: Transmogrified Gray Lady

Category: Class 5 Transmogrified Manifestation

Abilities: Codex Shield, Book Throw, Summon Book Bats

Tobin's Summary: Some manifestations have hidden reserves of energy either buried deep within themselves or stored in an external location, similar to the way ancient Egyptians used canoptic jars. When in duress, these spectres will often draw from this source to assume a more frightening form. Far from a scare tactic, this new shape carries with it any appendages and size advantages that its appearance implies. This is usually a last-ditch move for the ghost in question, though, as tapping the secondary energy source will drain it until it can slowly build up over a course of weeks or months.

Ray's Tips: We're not running away this time! She's learned to draw power from those lesser codices to shield herself, so you'll need to burn those up first. As quickly as she's moving, the Shock Blast is probably your best bet for doing that, and it will work on the Book Bats she summons, too. Once the codices are gone and her shield drops, give her a nice, large dose of the Blast Stream. Then you can trap her like any other spook.

HARDCOVER GHOST STORIES

Mission Details

Ghost Scans	Art Pages
3	2





You arrive at the library to find that the place has been completely slimed! As you slowly explore the front entrance of the library, a pair of free-roaming floaters busts out of the far-right hallway. They rush to safety into the library leaving you and your pals without a ghost to bust...for now. Sprint up the steps and storm into the library. Follow the specters upstairs and make a left.

Regroup with the other Ghostbusters and split up your ghost busting duties. The team decides to split up; you chase after one ghost, the other three 'Busters chase the second specter.





Follow the ghost as it dashes down the hall on the left. Use the Capture Stream to slam the hallway fence off its hinges, then make a right at the end of the hall and enter the large reading room. At first the room is quiet. But suddenly, your speedy spook emerges from the other end of the room. It draws all of the books toward itself and transforms them into Book Bats! You don't have to face them alone, however. The other Ghostbusters enter the room through the doors on the top floor. They've got a clear view of the lower level where you must fend off the speedy, swarming ghosts.





Take aim at the marauding monster's swarm of Book Bats and blow them to little paper bits with your Shock Blaster. After shooing away the Book Bats, switch to your Blast Stream and burn the beast as it bobbles around the reading room. Just before it reaches you, dash away and scoot toward the edge of the room. Use your Blast Stream's long reach to damage the creature from afar.

If the Library Phantasm gets too close for comfort, switch to your Shock Blaster and pop him! Slowly whittle down his PK energy to red.

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GHOSTBUSTERS™ THE VIDEO GAME



Keep a safe distance from the ghost and avoid his attacks. If he rushes you, simply do an about-face and sprint away. If he slimes you, shake off his nasty goo, then sprint past him. Once his PKE is red, slam him, cap him, and trap him!



It's wise to use the entire length of the room to your advantage. By standing at the opposite end of the room and luring the bookish ghost all the way across, you afford yourself more time to get away as he draws nearer. Once he's within attacking range, dash past him and take position at the other room's opposite end. If you were to attempt such a strategy, I would also advise you to sprint a lot...so wear comfortable shoes.



Once you've caught the Library Phantasm, the Gray Lady appears on the opposite end of the reading room. She shushes you and then floats away through a now-open door.

GHOSTBUSTER GAB



We've all got arch nemeses. Peter has Slimer. Egon has unsolved mysteries. *My* nemesis: the Gray Lady. She's the very first free-floating, full-torso vaporous apparition I ever encountered! I still live with the shame of that fateful encounter. I'll take my revenge eventually....



After destroying the creature, follow the Gray Lady through the door and join Stantz at the rear of the room.



Ray's Occult Art Show

Surely there must be at least one Art page in this reading room. After defeating the Library Phantasm, go through the door at the rear of the room and make a left into the small room. Go up the stairs to the second floor of the reading room and follow the walkway right. Destroy the books at the far end of the walkway to find the next Art page.



Quietly go down the stairs, following Egon and Ray into the next room. Upon entering, you see the tables and chairs in the room slowly rise into the air. It's a full stabilizing levitation!





Do as Stantz says and scan the bookshelf on the right with your PKE Goggles. When you do, you can see the Gray Lady, even though she's made herself invisible to the naked eye! Before you can finish your scan, she shushes you again and floats away. Follow the fleeing phantom into the next room, behind you.

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Ray's Occult Art Show

Wait! Before you follow the lady down the stairs, destroy all the bookshelves in this room to find another of Tobin's Art pages! See? I knew we'd find some nifty Art pages in this area.

GET HER!

Mission Details	
Ghost Scans	Art Pages
8	6





Turn left and walk down the steps into the next room behind Ray and Egon. The room is a warehouse-sized chamber with ceiling-high bookshelves neatly organized across the room. Go down the short flight of steps and slowly stalk the ghost as she retreats into her book-lined sanctuary. When you do, the bookshelves animate and rearrange themselves into a new configuration! You're separated from Egon and Ray now!

Wait for the stacks to finish shifting, then make a sharp left turn at the base of the steps. Creep behind the bookshelf and hug the left wall until you're forced to turn right. Follow the path into the bookshelf maze and open fire on any aggressive pieces of literature that fly at you. When you encounter more shifting shelves, sidestep them and take the open routes. One way or another, the ghosts will herd you where they want you to go. Wend your way through the maze, until another Library Phantasm appears.



Chase the phantasm and brave a cold phantom draft that emanates from a dark corner of the maze.



Equip your PKE Goggles and follow the ectoplasmic trail to the left, past the supernatural Symmetrical Bookstacks, and farther into the maze. Follow the PKE readings deeper into the room until you're prompted to search for Ghost Snares.

Carefully sidestep the trap ahead and turn right at the trap. Pass by the next two walkways on the right, and continue following the spectral trail.



Ray's Occult Art Show

Man, these ghosts are sneaky. Yes, it goes without saying, I guess, being that they're ghosts and all. But still! Take the location of the next Art page for example. It's on the right shortly after you pass the first Ghost Snare. And while at first it looks like you can walk right up to it and grab it, you can't! You have to pass it, make a right after passing the next Ghost Trap on the right, and then sneak around behind the Art page and nab it.





Continue past the next Ghost Snare and follow the shifting bookshelves to the next doorway.



Ray's Occult Art Show

Put the breaks on, speedy. There is one more Art page to grab in this area. Before exiting the bookshelf maze, blast the shelves along the wall next to the exit door to find one more little masterpiece.



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GHOSTBUSTERS™ THE VIDEO GAME



Enter the next room—with the microfiche machines on the left wall—and make a left.



Ray's Occult Art Show

Heads up, rookie! An Art page waits for you inside the microfiche machines. Blast them open and grab it before you continue.





Make a right and carefully creep toward the Symmetrical Bookstacks. Just before you reach them, the books explode in a flurry of paper and bookbindings. A Literature Page Zombie emerges from the mess and charges at you with a spear, ready to impale you. Back away and hit it with a few shots of your Shock Blaster.

After weakening it a bit, switch to your Capture Stream and grab the little marauder. Slam him downward to shred him, then cross the room toward the hallway ahead. As you enter, another Library Phantasm dashes down the hall. Make a left and follow the specter into the sorting room!





Just as you enter the room, you hear Ray over your radio. He's in some kind of dark tunnel and rapidly approaching a bright light. Suddenly, he comes flying out of the conveyer machine against the far wall and crashes headfirst into the sorting room! And he's brought company with him, too, Book Bats. Several swarms of them.

Back up against the wall opposite the conveyer machines and open fire with your Shock Blaster. Wait until the bats bunch up into flying book bundles and then let loose a Shock Blaster to disperse them. Don't waste your fire on single creatures or you'll leave yourself open to attack from the swarm while your Shock Blaster recharges. After destroying the levitating literature, you're greeted by the Library Phantasm!





He wastes no time in going on the offensive, and begins dashing around the room before trying to slime you and Stantz. Hit him with your Blast Stream and immediately begin circling around him. When he swoops down at you, jump left or right to dodge it, and then resume your Blast Stream assault.

Wear down the ghost with your Blast Stream and an occasional Boson Dart. As soon as he is weakened to less than 25 percent PKE, toss a trap and capture him with your Capture Stream! You know the rest, rookie.



After you help the Library Ghost finally check out for good, the sealed door on the far corner of the sorting room opens up. Go through to continue your search for the Gray Lady.

The next hallway leads to the Archives section of the library.





Ray's Occult Art Show

Listen! Before dashing into the Archives, do an about-face in this hallway and blow open the crates in the corner. There, you'll score another Art page!

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GHOSTBUSTER GAB



Don't panic, recruit. The flying library catalogue cards aren't harmful at all. In fact, we experienced the exact same paranormal psychoterrorism tactics during our first encounter with the Librarian Ghost. The only harm that will come of this is a headache for whoever has to pick them all up and reorganize them.

You know, I use the Dewey Decimal System to catalogue my spores, molds, and fungi collection.





Follow Ray past the shelves of paranormally disturbed books and keep your Neutrona Wand at the ready. Just as you pass the section break between book stacks, you're attacked by several more Literature Page Zombies, and a Book Centurion. Keep them away by blowing them to bits with your Blast Stream. If they manage to gang up on you, pepper them with Boson Darts and then slam them to smithereens.

After you've obliterated the zombies, turn on the Book Centurion. Rip away his shield with your Capture Stream to leave him defenseless. When he's unprotected, hit him with a few Boson Darts, then slam him downward to finish him off. After shredding all of the paper pests in this room, press on into the next section of the library, where you'll encounter several more.



Tackle the Book Centurions in this next room just as you did the previous collection of creeps. This time, however, destroy them as you trek across the room, then head left toward the next large room.



Ray's Occult Art Show

Blast away, kiddo! There's another Art page hidden inside the shelves on the right wall just as you enter the next room. Blow them apart and add it to the collection.



Creep into the small enclosure created by bookshelves on the right and wait for the Librarian Ghost to appear. Try to scan her before she shushes you again and dashes past you, back into the room you came from. Run after her! Return to the previous room where you battled the last batch of paper poltergeists and turn left toward the now-open door leading to the Juvenile section.





Before you can enter the kids' section, the Librarian Ghost slams the door shut and calls on several Book Bats to attack! Turn around and equip your Shock Blaster. Open fire on the first wave of bats, while the Librarian escapes...again. Shave down the number of Book Bats by obliterating them with your Shock Blaster. When only a handful of bats remain, switch to Boson Darts and finish them off.

Retreat to one of the corners of the room, preferably one on the same wall as the door to the Juvenile section, and keep your wand trained at the opposite end of the room. Endure the short bursts of Book Bat attacks, then follow Ray into the next hall. It leads to Venkman's favorite part of the library—the Juvenile section.



Go down the hall and make a right. You turn the corner just in time to see a small phantom dash away into the door at the end of the hall. Don't let it spook you, though; follow the fleeing phantom.

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Make a left at the end of the hall and approach the door to the Juvenile section. It slams in your face, but you should be used to that by now. When it does, turn left and open fire on the Book Centurions that attack from down the hall. Rip off their shields and then obliterate the little statues with a slam from your Capture Stream.

Turn around and return to the corner in the hall. Instead of entering the Juvenile collections through the main door, turn right inside the next short hall and open the side door to the children's reading room.




While you, Ray, and Egon where chasing after the Gray Lady, Zeddemore was in the periodicals conducting some on-site research. He found tons of articles about a mysterious man named Edmund Hoover, also known as the Collector. Not only was Hoover a collector of old books, but he was also Eleanor Twitty's old flame. Although poor Eleanor Twitty was truly enamored with Hoover, he was actually only using her to acquire the *Gozerian Codex*! When she realized he was only after her for her books and not her looks...and sparkling personality, of course, she left him. He, as madmen tend to do, retaliated by murdering her.

Twitty was his first victim, but not his last. He continued to kill people and collected their bodies just as he collected books. Shortly before Hoover's death, he vowed to return as Azetlor, a demigod. Hoover died before he could acquire the book. In fact, that precious *Gozerian Codex* is the book that the Librarian Ghost has been carrying this whole time! No sense in worrying about that now, though. The exit to the children's reading room is locked by a spirit lock and several small ghosts take refuge in the many bookshelves decorating the room.




Luckily, the ghosts aren't very bright. They hide in the book stacks, but can still be located using your PKE Goggles. Equip them, then search the room for bright glowing spots of PK energy. OK, so *now* they're bright ghosts. After locating a hidden ghost, spook it out with a Boson Dart or a shot from your Blast Stream.

The ghost leaves his hiding spot and dashes to safety in his Spirit Lock. Continue hunting down the little ghosts until they're all out of their hiding spots. The ghosts merge into one larger Library Phantasm!



This ghost isn't any tougher than the previous two Library Phantasms. Disperse his PKE with a few Boson Darts, catch him with the Capture Stream, and then slam him around a little bit. Once he's dazed, put him away. The Spirit Lock unlocks!



Ray's Occult Art Show

Before leaving the children's reading room, inspect the room in the rear right corner. There's another Art page for the collection!




Go through the unlocked door and enter the next large room. Once again, you're witness to a full stabilizing levitation as several books float lazily in the air! The Gray Lady appears again and quickly glides away into the next chamber.

Give chase, but keep your Neutrona Wand ready for action. As soon as you begin to cross the room, a hulking Book Golem attacks! Switch to your Shock Blast and get to work. Circle around the large beast and blast him repeatedly. If he calls on his Book Bat buddies for help, shoo them away with a few blasts, then turn back on the golem. If he's out of your Shock Blast's reach, use your Blast Stream to inflict damage.

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After dishing out some major damage, grab the golem's arm and slam it down to rip it off his book-built body! If he disassembles himself, turn around and wait for him to remanifest behind you. Strafe away from the approaching bully and book it across the room to get some distance. Continue slowly dispersing the monster until he's ready to drop.



Keep ripping off his limbs until the Book Golem is nothing more than dusty, old hardcovers. As he falls, so does the wall of books blocking the next doorway.



THE GHOUL OF YOUR DREAMS... OR NIGHTMARES

Mission Details

Ghost Scans	Art Pages
4	2



Venture into the dark passage and down the stairs into another small reading room.



Ray's Occult Art Show

Say, that's an odd place for a bookshelf. It looks like there's a crack behind it. Turn left in this room and smash the bookshelf covering the doorway. Behind it is another Art page. Man, I'm good at this!





Make a right into a larger book storage room. Slowly sneak up to the Gray Lady as she goes through her books and attempt to scan her.

Once again, she slips away before you can complete your scan. Make a left and follow the Lady into the next room.

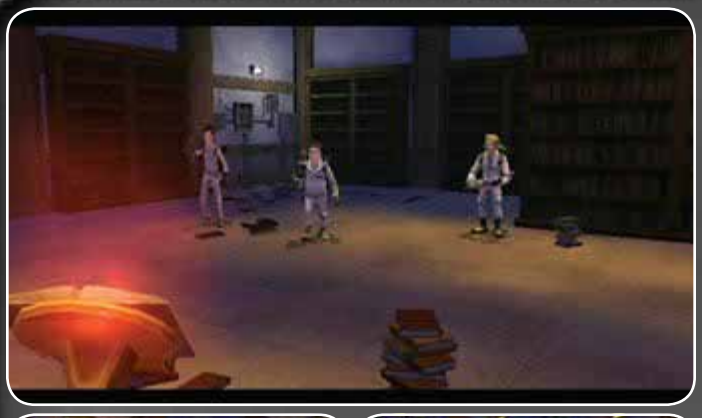
Upon entering, immediately turn left and meet the Book Centurion head-on! Slam him to pieces, then follow the bookshelf left and around to the center of the room. Take out one more Book Centurion, then walk into the next section of the library's subbasement.



Watch your step, kid! There are plenty of Ghost Snares lying around. Man, they hurt something awful!

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GHOSTBUSTERS™ THE VIDEO GAME





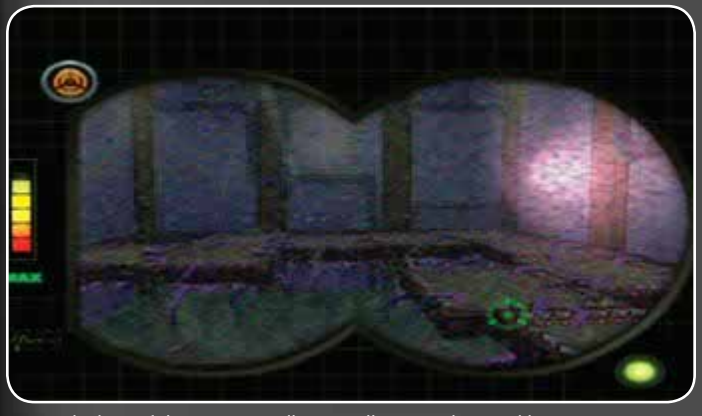


Walk down the steps and make a right into the large book warehouse. The room is empty...for now. Walk over to the small book stand. The stand, which is holding an ancient text similar to the *Gozerian Codex*, suddenly comes alive and begins to float in the air. It's a trap! The stand begins to float around the room, animating the various tables and chairs.

Before you know it, you're surrounded by swarms of small ghosts! Open fire on them and circle around the room. While you engage the flying pests, the floating furniture slams into you! Dodge it and concentrate on the little ghosts. Circle away from them, then grab them with the Capture Stream. Slam them around a bit, then trap 'em!

Your job's not done yet, though. You've still got to track down the Gray Lady! Make a right down the next hall and follow her trail.





At the base of the next stairwell is a small room with no visible way to cross. Equip your PKE Goggles to expose a hidden bridge made out of PK energy. Carefully navigate across the ghost bridge and cross the room. Shatter the wooden planks blocking the exit, then venture into the hole in the wall.







When you reach the tunnel's end, you're instantly trapped in a small reading chamber with the Librarian Ghost! Twitty's ghost sits down with her *Gozerian Codex* in the center of the room and begins to read it. Calmly approach the spook and grab the book from her desk. When you take her book, the Librarian Ghost peacefully fades away...and reappears in transmogrified form! Open fire on the ticked terror and follow her as she rises into the center of the room and draws several bookstands around her. She encases herself in an invisible shield powered by the bookstands. While she is within her pulpit-provided protection, she can't be harmed. She'll call on swarms of Book Bats to do her bidding. Instead of trying to break through it, turn on the items boosting her bulwark: the floating book stands!

Leave your partners to handle the bothersome Book Bats while you circle the room and blast away at the lecterns with a little Boson Dart action. To get clean, direct-hit shots, wait until the levitating lecterns float overhead and then unleash a Boson Dart at them. If you miss, wait for the next book stand to bobble by before you blast again. As each book stand is destroyed, the librarian's protective shield will lose more and more of its power, exposing the Librarian Ghost inside. Once she's more than halfway out of her shell, switch off between attacking the last book stand or two and firing directly on the Gray Lady. Strafe around the ghost as you fire to avoid her Book Bat barrages. If you stand still, she'll fire a bunch of Book Bats that dish out major damage!





Focus on the Lady and wear her down. Leave your partners to handle the Book Bats while you whittle down her PKE and prep her for trapping. When she is ready, grab her with your Capture Stream and trap her, once and for all!

Although the Gray Lady is gone, she leaves behind a small glowing cross-dimensional portal for you to travel through. Clearly, she wants you and the rest of the Ghostbusters to go through it. So oblige her.

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We've been doing this a lot longer than you, recruit. So I highly suggest you pay close attention to us while engaged in battle with psychokinetic entities, demigods, transdimensional beings, paradimensional zombies, necroanimated...sorry, I digress. Anyhow, listen to us while in battle and we'll direct you to a target's location. If a ghost disappears, it'll almost always remanifest nearby. We've learned to anticipate their remanifestation points, so chances are, we'll see them before you do.



Ray's Occult Art Show

Such a bittersweet moment. I thought I'd be happier after trapping her finally. No sense in moping around, but don't leave her reading room without grabbing the Art page hidden inside the smoldering logs. Fire them up with your Blast Stream and the Art pops right out!

WELCOME TO THE GOZERIAN PUBLIC LIBRARY

Mission Details

Ghost Scans	Art Pages
1	3





Activating the cross-dimensional portal creates a blinding light that instantly transports you to a Gozerian dimension. Across the short walkway is another bright pink portal. Slowly walk toward it while keeping your Shock Blaster aimed high. Several swarms of Book Bats flutter about and occasionally swoop down on you. Blow them away, then continue toward the portal.



Ray's Occult Art Show

Keep both eyes open, cadet. There's another Art page in this short hallway. Blast the left side of the shelves to find another of Tobin's sketches!

Go through the portal and enter another section of the Gozerian library. Make a right at the corner to find another glowing red doorway. Follow the next portal to the entrance of a large Gozerian building.





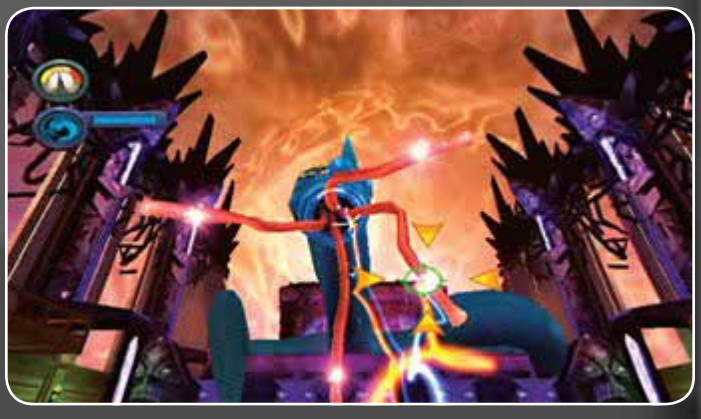
Ray's Occult Art Show

Lo 'n' behold! There's another piece for the collection on the left. Before going up the steps, hit the shelves on the left with your Blast Stream to reveal another Art page.









The steps lead into a large Gozerian library. It's Azetlor's private collection room! High above the room, the wormlike Azetlor dangles his tentacle tongue dangerously close to you and your teammates. He's impervious to your Blast Stream, so you'll have to improvise. Look around the library for the large book boulders and pick one up with your Capture Stream.

Aim it at Azetlor and fire it at him like a Boson Dart. If it hits, the monster will recoil in pain. When he turns back around, he'll dangle his tentacle tongue ready to strike. Hit one of the tentacles with your Blast Stream, then engage the Capture Stream. Once you've got it, yank it out of his mouth to deal some damage.



Ray's Occult Art Show

Azetlor is sure to have at least one Art page in his creepy collection. Destroy the books in his collection and look in the far-left corner of the room. There's sure to be at least one Art file nearby.

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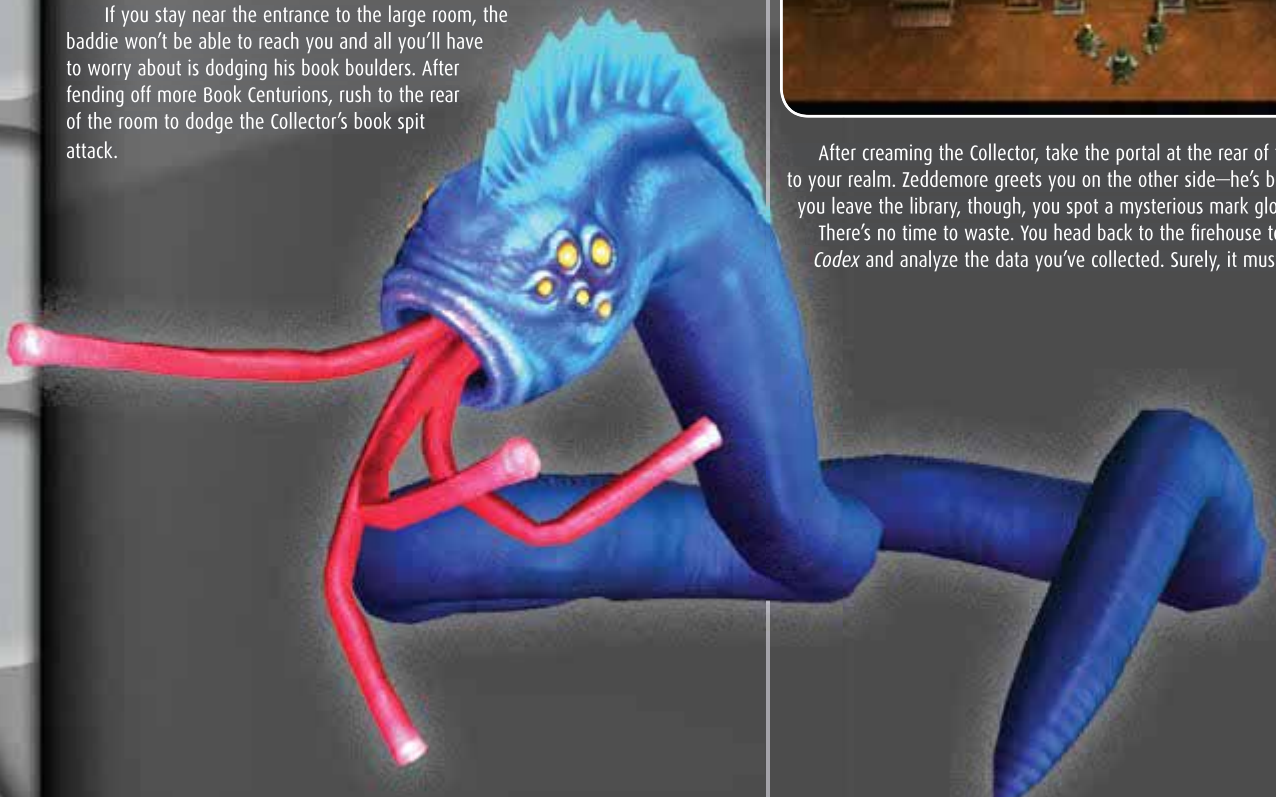
Azetlor can't take the pain after losing a tentacle and instead leaves the fighting to some of his minions, the Book Centurions! Turn on them and rip their shields out of the little paper hands. Destroy all the centurions, then turn back toward Azetlor.





After a much-needed rest, the Collector takes matters into his own...tentacles. He lurches back and spits out several more book boulders. Do as you did before and blast him with his own books to stun him, then rip out another of his dangling tentacles. Keep your distance from the overgrown earthworm; if you get too close he'll crane his head and try to eat you.

If you stay near the entrance to the large room, the baddie won't be able to reach you and all you'll have to worry about is dodging his book boulders. After fending off more Book Centurions, rush to the rear of the room to dodge the Collector's book spit attack.







Continue ripping out Azetlor's tentacles until he unleashes a Book Golem as his final folio flunky. Circle around the library, wearing him down as you move, and rip the Book Golem apart, limb from limb. After ripping the Golem into little bits of paper, turn back on Azetlor and finish him off.

Pop him with another book boulder, then rip out his last tentacle.







After creaming the Collector, take the portal at the rear of the chamber to return to your realm. Zeddemore greets you on the other side—he's been worried sick! Before you leave the library, though, you spot a mysterious mark glowing on the library wall. There's no time to waste. You head back to the firehouse to study the *Gozerian Codex* and analyze the data you've collected. Surely, it must contain some answers.

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MUSEUM OF (SUPER)NATURAL HISTORY





At the firehouse, things are back to business as usual. With the small exception of having a new, less-than-cooperative, tyrant for an overseer in Walter Peck. With Peck breathing down everyone's neck, things are actually rather quiet. It's a perfect time to help Ray analyze the *Gozerian Codex*. Go over to Ray's station and join him. After a short time examining the codex, you're no closer to finding out what the large design on the library wall was.

That is, until, Dr. Selwyn joins the study session. She immediately recognizes it as a symbol that appears periodically in Sumerian ritual magic. According to her research, the symbol represents a path to obtain great power, although many of her colleagues believe it to be nothing more than a symbol representing a constellation. Better still, she knows where you can find another similar symbol: on a statue in the Gozer exhibit at the museum. An exhibit, which coincidentally, was donated by the Shandor foundation, founded by Ivo Shandor himself!



Dr. Selwyn further explains that aside from building Dana Barrett's old apartment building, Shandor's architectural firm also did a variety of renovations on other buildings around town. Buildings like the library, the opera house.... Follow me? There's only one way to find out exactly what's going on. You must crash the opening of the Gozer exhibit at the museum. Walk over to the Ecto-1 when you're ready to go.

GHOSTBUSTER GAB



Alright, kid, let me fill you in on something. See, we have some history with the work of Ivo Shandor. Our first client, Dana Barrett, was living in an apartment building that acted like an antenna for spooks. More specifically, Gozerian spooks. On the outside, the building looked like any other New York City high-rise, but when we examined the blueprints we—and by "we" I mean Ray—realized it was built specifically to act like an ectoplasmic lighting rod. The rest, as they say, is history. But until now, we had no idea that lunatic had worked on other buildings around New York. You know, come to think of it, I hope he didn't do anything to Madison Square Garden. I'd hate to think of how psychic turbulence would affect the Knicks this season.

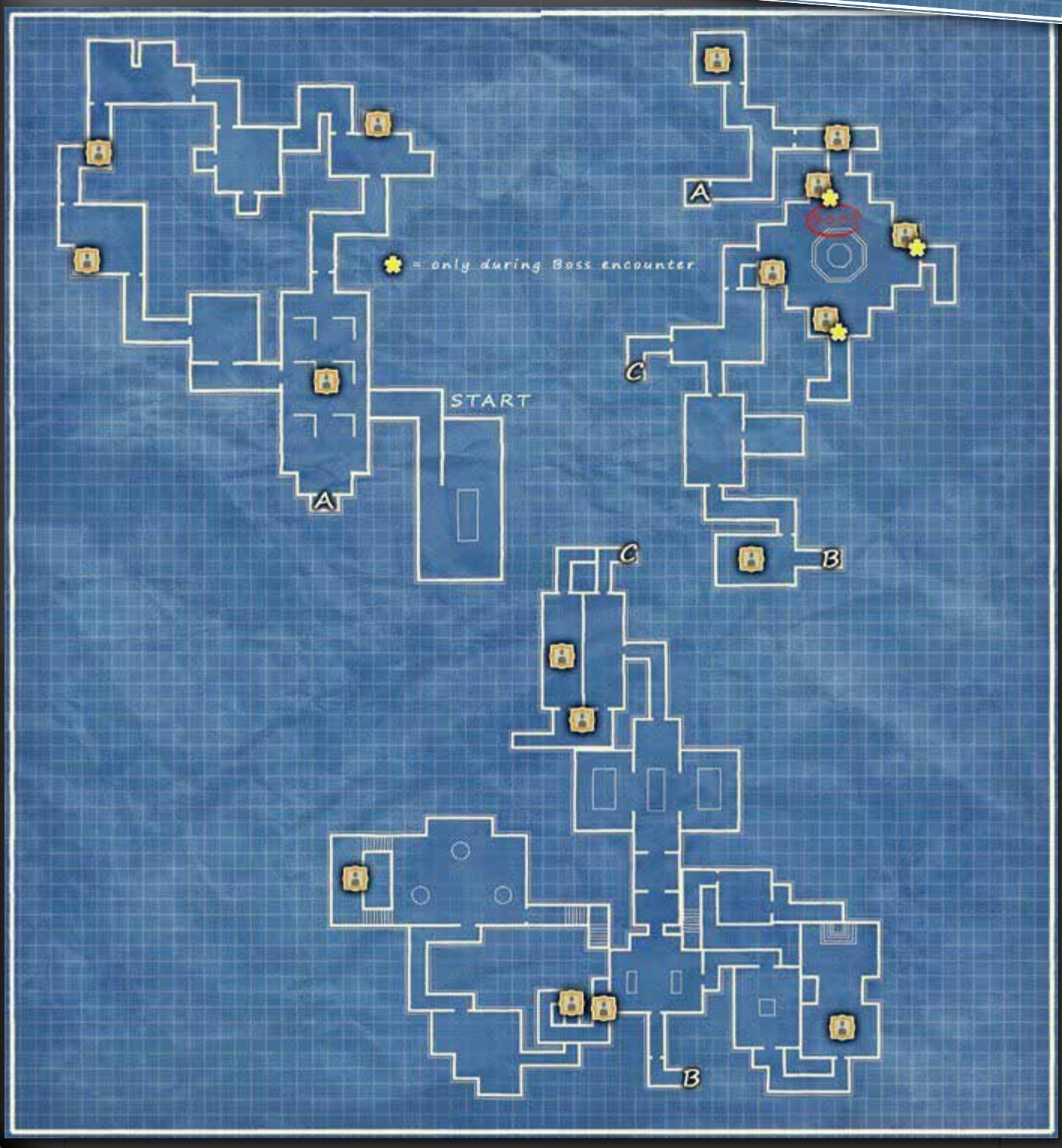


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IS IT STILL HISTORY IF IT COMES BACK?

Art Page



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GHOSTS ENCOUNTERED



Name: Black Slime Floaters

Category: Class 5 Negatively Charged Ectoplasmic Floater

Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain manifestations have an affinity for negatively charged ectoplasm. They seem to be drawn to it as some sort of source of energy or, dare I say, sustenance. Though I doubt the entities I witnessed on these specific occasions emerged or were formed from the ectoplasm, they seemed to ostensibly have a connection to it and were very defensive of its source.

Ray's Tips: The only thing worse than an active spirit? An active spirit corrupted by negatively charged ectoplasm. Use the Slime Blower to clean them up enough to capture, then use the Blast Stream to finish the job.



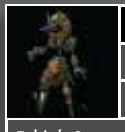
Name: Civil War Ghosts

Category: Class 5 Full Torso Floating Manifestation

Abilities: Slime, Melee Attack, Gun Attack, High Stability

Tobin's Summary: The casualties of war make for very restless spirits indeed. These are usually complicated spirits to appease, as they're continually reliving the moments of the war surrounding their untimely demise. There is no reasoning with them, as you're likely to appear to them as one of the opposition, if they can perceive you at all.

Ray's Tips: The war never ended for some people...even when life did! These spirits of warriors are no strangers to combat and can be very difficult to take down conventionally. Your best bet, kid? Look for some symbol or important emblem or flag of theirs to go after and remove their will to exist.



Name: Egyptian Mannequins

Category: Class 4 Anthropomorphic Object Possession

Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain apparitions have not only the ability to enter objects and move them about, but also to grant full articulation to them. This usually occurs in statues and other objects with what could pass as appendages. The phantom will then use these limbs to locomote and oftentimes attack bystanders. One of the more interesting facets of this behavior is that when the "limbs" move, they bend fluidly, without damaging the structure of the object. Wood bends without cracking; iron bends without breaking.

Ray's Tips: These aren't as tough as they look: the Blast Stream or a close-range Shock Blast will burst these apart. Your real problem is whatever's controlling them.



Name: Flaming Skulls

Category: Class 4 Psychokinetic Manipulation Event

Abilities: Flying Ram

Tobin's Summary: More powerful spectral manifestations have the ability to not only levitate objects, but also to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Ray's Tips: Don't lose your nerve, these aren't nearly as bad as they look. Use the Shock Blast to blast them out of the sky with ease.



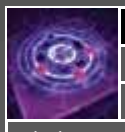
Name: Hound Demons

Category: Class 4 Demonic Manifestation

Abilities: Melee Attack, Long Arm Attack, Stone Skin

Tobin's Summary: There are certain paranormal beings I've come across that are not manifestations at all. In fact, these creatures seemed to be flesh and bone, having walked through some portal leading from their parallel plane of existence to ours, veritable demons on earth. This is usually the result of some sort of summoning, and as such, these beasts are extremely hard to get rid of. What little damage I have seen dealt to one seemed to simply anger the thing, altering its demeanor to an even more terrifying state.

Ray's Tips: These little devils (and I mean that literally, these are demons, not ghosts!) can be pretty nippy, and usually come in packs. Bowl them over with the Shock Blast or Boson Darts.



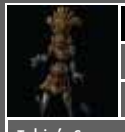
Name: Mandala

Category: None

Abilities: None

Tobin's Summary: Mandalas are powerful symbols when incorporated into ritual magic. At their base level, a mandala is an abstracted representation of reality, altered to filter in the aspects and beliefs that its designer wants to promote and accentuate. As for the specific use, it all depends on the ritual's ultimate purpose as well as where the mandala is inserted into this process.

Ray's Tips: Take a picture .... or scan it.



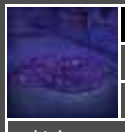
Name: Mayan Mannequins

Category: Class 4 Anthropomorphic Object Possession

Abilities: Slime, Melee Attack, Black Slime Coating

Tobin's Summary: Certain apparitions have not only the ability to enter objects and move them about, but to grant full articulation to them. This usually occurs in statues and other objects with what could pass as appendages. The phantom will then use these limbs to locomote and oftentimes attack bystanders. One of the more interesting facets of this behavior is that when the "limbs" move, they bend fluidly, without damaging the structure of the object. Wood bends without cracking; iron bends without breaking.

Ray's Tips: These aren't as tough as they look: the Blast Stream or a close-range Shock Blast will burst these apart. Your real problem is whatever's controlling them.



Name: Negatively Charged Ectoplasmic Residue

Category: Class 1 Paranormal Secretion

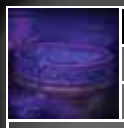
Abilities: None

Tobin's Summary: My studies of ectoplasm has lead to the discovery of several different forms. One of these is a caustic black substance that burns to the touch. It is to be avoided at all costs. This stuff seems much more potent and, at the risk of compromising my already wavering credibility in the scientific community, quite evil.

Ray's Tips: Black Slime's serious business, kid. If it gets on you, shake it off in a hurry; it eats right through to your soul. Don't step in it either, and *never* go for a swim in it!

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GHOSTBUSTERS™ THE VIDEO GAME



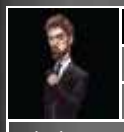
Name: Negatively Charged Ectoplasmic Source

Category: Class 1 Paranormal Secretion Well

Abilities: None

Tobin's Summary: I've written about the dark ectoplasm elsewhere, but it's worth noting where the stuff comes from. In a few of my investigations, I've come across what appear to be cavities full of the substance. Sometimes these are incorporated into architectural spaces as wells and other openings. Sometimes these occur in nature with holes practically eaten into the earth, leading who knows how deep beneath the surface. I don't know if even my curiosity is enough to want to know what's at the bottom of it all.

Ray's Tips: The only thing worse than Black Slime? A nearly infinite well of it! Forget trying to green slime it away; it'd take years or decades. Your best bet is to find something the Capture Stream can lock onto that you can use to cover the well.



Name: The Skeptic

Category: Human

Abilities: Terribly efficient at being annoying

Tobin's Summary: From the beginning, paranormal investigators have encountered skeptics, those who stubbornly believe, even in the face of overwhelming evidence, that all paranormal activity is fakery and hallucination, and that those who claim to investigate it are insane, deluded fools, or cunning fraudsters.

Ray's Tips: Avoid this jerk at all costs...if you can.



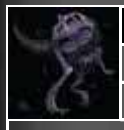
Name: Snot Hags

Category: Class 5 Free-Roaming Floater

Abilities: Slime, Snot Projectile, Hide

Tobin's Summary: An almost standard form of psychokinetic manifestation is the Floater. The variety lacking full humanoid features is fairly common, as they rely on less psychokinetic energy and focus to maintain their form. These emanations possess the ability to pass through solid objects, although they leave behind an ectoplasmic residue, as it is this substance that is the medium allowing them to interact with the physical world.

Ray's Tips: Be careful of the snot these gals—and I use that term very, *very* loosely—fling while you're softening them up for the capture with the Blast Stream.



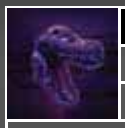
Name: T-Rex, Black Slimed

Category: Class 7 Hybrid Conglomerate

Abilities: Black Slime Composition, Bite Attack, Tail Swipe

Tobin's Summary: I've referenced smaller conglomerations elsewhere in this tome, beings composed of a small collective of objects drawn together by some common drive. On the larger end of the scale are mass inhabitation conglomerates. These much larger collections are composed of objects being actively possessed by a specter of high consciousness. These manifestations actively work in tandem to simulate the actions of a much larger being. This is usually a defensive measure, though it can also have great utility.

Ray's Tips: Black Slime-powered animation is nasty business: You'll need to use the Slime Blower to dissolve the slime and expose the focal points of the animation event. We'll need to target all of those at once and slam them off once they're all exposed.



Name: T-Rex Skull, Black Slimed

Category: Class 7 Negatively Charged Ectoplasmic Animation Event

Abilities: Regenerating Black Slime Coating, Black Slime Spit, Black Slime Breath

Tobin's Summary: I've referenced smaller conglomerations elsewhere in this tome, beings composed of a small collective of objects drawn together by some common drive. On the larger end of the scale are mass inhabitation conglomerates. These much larger collections are composed of objects being actively possessed by a specter of high consciousness. These manifestations actively work in tandem to simulate the actions of a much larger being. This is usually a defensive measure, though it can also have great utility.

Ray's Tips: This guy doesn't know when to quit! He doesn't have enough Black Slime left to cover the whole entity completely anymore: Use the Slime Blower to clean him off temporarily, then blast him with the Blast Stream. Move quick, though cadet. He won't stay clean long. You'll need to use the Slime Blower whenever the Black Slime covers him again.



Name: Wayward Possessors

Category: Class 4 Full Torso Floating Manifestation

Abilities: Slime, Inanimate Possession, Animate Possession

Tobin's Summary: Certain ghosts lack the ability to levitate and animate matter remotely and instead choose to enter the objects in question and move them about manually. While this may at first seem like a lesser ability than remote manipulation, I've seen such apparitions control their targets with a much higher degree of fidelity than the distant control of their counterparts. Some possessors can grant anthropomorphic qualities to their target, such as making statues walk around. Others can even possess human beings, taking control of their muscular system for their own ends.

Ray's Tips: Careful, kid! These are *highly* dangerous, capable of actually possessing and manipulating living creatures, including humans! Use the Slime Blower on any living victims to force the possessing spirits back out, then capture them with the Blast Stream.



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BOOGERS AND BOOGEYWOMEN

Mission Details

Ghost Scans	Art Pages
5	4





The plan is to rendezvous with the museum curator at the museum's loading dock while Peter poses as Dr. Selwyn's date and distracts Peck at the Gozer exhibit. Unfortunately, when you arrive, the curator is nowhere to be found. No need to wait for him. Instead, start trekking across the loading dock area and walk up the loading ramp, then make a right. Round the corner, then continue toward the door leading to the museum.

The entry door is electronically locked. Turn around and locate the opening mechanism behind you, just across from the locked door. Flip the red switch to green, then turn back around and go through the now-open door.



Continue moving down the loading dock halls and neutralize the Negatively Charged Ectoplasmic Residue (Black Slime) with your Slime Blower as you go. The Black Slime won't always block your path, but it's best to neutralize as much of it as you can to avoid accidental contact. Flip the switch to the next gate and enter the next room.



Ray's Occult Art Show

Just as I expected, one of Tobin's Art images is in this room. Bust up the crates in the far left corner and find the Art page tucked away behind it!

Walk across the room and neutralize the Black Slime on the ground just in front of the far door. Enter the next short hallway and make a right into the next room. After entering the room, a spook floating nearby zips away from you before you can react!





Make a left and follow the Wayward Possessor! Use your Capture Stream to remove the large slimed crate out of the way, then dash down the hall and around the corner into the next large storage room.

In the next room, equip your PKE Goggles to locate crates that can be slimed, then moved. Slime the large crates on the far right, then use your Capture Stream to move them out of the way. The crate at the end of the hall reveals a boarded-up door on the right. Shatter the boards with your Blast Stream, then enter the next hall.





Ray's Occult Art Show

Hey there, rookie. Before leaving this room, blow up the little crates next to the arcade machine in the corner. There's an Art page hidden inside. Nab it, then book it!



Follow the hall to another boarded-up doorway and blast through it. Though the dark hallways of the loading dock are abandoned, you can hear muffled moans and groans coming from a mysteriously moving crate in a nearby room. It's not a Class 4 Animating Specter, or a Class 2 Telekinetic Demon. Heck, it's not even a Negatively Charged Class I Ectoplasmic Secretion.... No, this time it's just Dr. Rutherford, the Assisting Curator of the museum trapped inside a box. Neutralize the Black Slime covering the box, then blast it open to free the cooped-up curator. As it turns out, he's a big fan. Chances are, he's an even bigger fan now that you've set him free of his small wooden prison.

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GHOSTBUSTER GAB

Sigh. It seems that no matter how much good we do, we'll never be able to put those birthday party days behind us. Even the Assisting Curator of the museum hired us at one point for his daughter's party! You see, during a ghostbusting dry spell a few years ago, we were light on dough, if you catch my drift. In order to make ends meet we did a few celebrity appearances. I swear, you battle the forces of evil over and over and you get nothing. But you do a guest appearance at one little bat mitzvah ...



Escort Dr. Rutherford down the far hallway into a large room with a pair blackboards standing at the room's center. Explore the room and draw out a hidden Snot Hag! She's not much of a threat, and the room is large enough for you to easily dodge her attacks, so wear her down with your Blast Stream, slam her around the room a bit, and then trap her.

Ray's Occult Art Show

Well, what do you know? There's another Art page inside the room where you first encounter the Snot Hag! Check the alcove on the right of the room to find the Art page floating next to a statue.





Lead the Assisting Curator toward the elevator leading to the museum. When the doors to the elevator room open, however, you're greeted by a Wayward Possessor! She dashes out of the room and into Ray! Switch to your Slime Blower and turn on Ray. Hose him with the Slime Blower and draw out the possessor ghost. Once she's out and about, switch to your Blast Stream and begin dispersing her PKE.

Move around the small room to dodge her projectile attacks and keep the protons on her steadily. If she possesses Zed or Stantz again, switch to your Slime Blower to draw her out again, then resume your attack with your Proton Stream. Continue wearing her down until she's ready for incarceration. When she is, cap her and trap her.

Ray's Occult Art Show

Ten dollars says that there's another Art page inside the next hallway. Bust up the crate in the corner and find out!



Enter the next hallway and follow it out to the elevator room. Walk across the room and take a ride up to the main museum floor.

SHOW TIME

Mission Details	
Ghost Scans	Art Pages
4	4



Exit the elevator and make a left. Follow the hallway out to the main exhibit room.

Ray's Occult Art Show

Score! There's two Art pages in the hall before you enter the main exhibit room. The first one is inside a couch just right of the elevator doors, and the other is inside a locker in the security room at the end of the hall. Grab them both before entering the main exhibit room!

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In the museum's main exhibit room, you're reunited with Peter—who has gotten into full ghostbusting gear. You enter the Gozer exhibit and are intercepted by Walter Peck himself...as expected. He insists that you be escorted out immediately, but before his guards can gently escort you out, Dr. Selwyn takes flight—literally!

The lovely professor's eyes light up and she slowly rises into the air, floating around a large Gozerian obelisk! Several more Wayward Possessors spring out of the obelisk! Time to get to work!

GHOSTBUSTER GAB

This all seems strangely familiar. You see, Peter used to have a thing for Dana Barrett. As you might know, she was later possessed by one of Gozer's stoolies, Zuul the Gatekeeper. When Peter went to take Dana out on a date, he found her taking a nap...several feet above her bed. Anyhow, now that Dr. Selwyn is possessed and also floating several feet off the ground...Well, let's just say that Venkman is 2 and 0 when it comes to floating chicks. He doesn't like to talk about it.



Lock on to one of the Wayward Possessors and follow her around the obelisk. Wear her down with your Blast Stream and slowly disperse her PK energy. Watch for her to raise her arms and summon a ball of PK energy, when she does, run out of her range to avoid getting hit with her projectile attack.



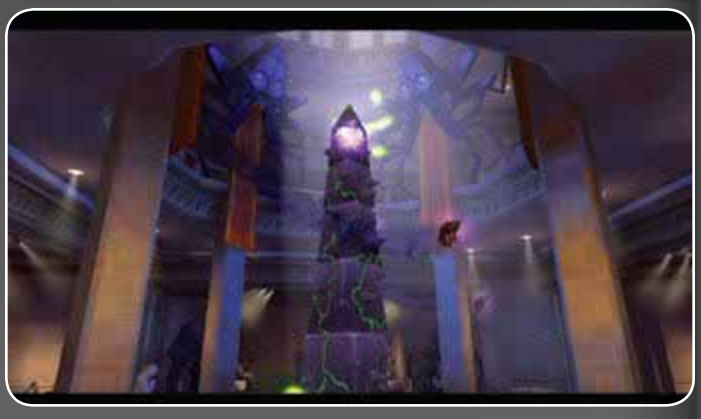

Slam her around to daze her, then drop a trap and possess the possessor. After trapping your own spook, turn and help your partners put away the rest. If you lose track of them, search for nearby possessed humans and douse them with slime. Your positively charged slime drives out the Wayward Possessors and makes them vulnerable to your Blast Stream.



Ray's Occult Art Show

One more for the collection, coming right up! While you're battling the Wayward Possessor, sneak into one of the large alcoves with the lowered gate. Destroy the objects in the left corner of the alcove to find another Art page!





Once you've trapped all body-snatching ghosts, Dr. Selwyn is whisked away to a distant part of the museum by a fresh group of Gozer's goons. Ray dashes away to the security room where he'll monitor the specters' activity and relay it to you while you go after Dr. Selwyn.



Follow the new batch of spooks that emerge from the obelisk! Approach the gate they sped through and slime it with your Slime Blower. Once it's slimed, grab it with the Capture Stream and yank it off its hinges to open the path into the museum halls.

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Make a left past the two large masks and enter the next room. Neutralize the Black Slime on the ground as you follow the ghosts' trail with your PKE Meter. Pass through a short hallway and enter a large gated room with several paintings on the wall. When you enter, you're attacked by a Black Slime Floater! He can't be hurt until his Black Slime has been neutralized so switch to your Slime Blower and blast him!

Hose him with your Slime Blower until he's vulnerable, then immediately switch to your Blast Stream. Lock on to the dark specter and hit him with everything you've got. Grab him with the Capture Stream, then slam him around the display room until he's dazed. When he is, drop a trap and put him away.



With the ghost out of the way, approach the locked gate and wait for Ray to open it from the security room. Follow the hall to the next room and whip out your PKE Meter to locate a hidden door. Slime the hidden door to reveal it, then go through.



Ray's Occult Art Show

Wait! Before you enter that previously hidden doorway, blow up the small bench in the center of this room to find another Art page!

STUMBLING ALONG THE TRAIL OF THE PAST

Mission Details

Ghost Scans	Art Pages
5	6





The revealed door leads to a room with three passageways, two to the left and right, and a door sealed with two Spirit Locks directly ahead. Two Snot Hags speed off in opposite directions! The only way to proceed is to chase after the Snot Hags and trap them to unlock the center door. Make a right and enter the Mayan display room.

When you the Mayan display room, the Mayan Mannequins come to life! Equip your Shock Blaster and unload on the animated mannequins. Strafe around the room to avoid getting surrounded and blast the Mayan monsters to bits.

When you smash the Mannequins to splinters, you also release the Wayward Possessors that were animating the statues. Turn on them after destroying their Mannequin shells and weaken them with Boson Darts and your Blast Stream.





Finish them off, then go through the hallway ahead into the Mayan pyramid room.



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At the far end of the room is a small pyramid. High atop the walls are four pok-ta-pok scoring circles, with three of the pok-ta-pok balls displayed prominently at the front of the room in small display cases. As soon as you enter, the centers of all four pok-ta-pok scoring circles are filled with black PKE vortexes. Slime the pok-ta-pok balls with your Slime Blower, then use your Capture Stream to pick them up. Aim the balls at the vortexes inside the scoring circles on the walls and fire them inside like you would fire a Boson Dart.

While you are sealing the vortexes, several Black Slime Floaters emerge from the portals. Leave them to Winston as much as possible while you focus on sealing the vortexes. If they take him down or become too numerous, help thin their numbers by neutralizing their slime, then trapping them like any other ghost, before returning to your game of paranormal pok-ta-pok.

You know, junior, some archeologists believe that the Mayan ball game of pok-ta-pok—actually named pokolpok—culminated with the loser being sacrificed to their gods? Or was it the winners that were sacrificed? I could never get it right. Anyhow, see? I know things!



After sealing the first three vortexes, fend off the final Black Slime Floater, then climb the pyramid to claim your prize. From the top of the pyramid, look down and to the left to find the fourth ball. It appears inside a display case. Climb down the pyramid, grab the ball, and seal the final vortex.

Ray's Occult Art Show

While you're here, tear through the display cases in the pyramid room. There's an Art page in one of them!




When all four vortexes are sealed, a PK surge courses through the pok-ta-pok scoring circles and focuses on the top of the pyramid. The PK surge reveals a hidden doorway that slowly rises from the top. Climb the steps and go through the new doorway. Follow the hallway to a small display room with lined with ceremonial masks. Tear through the room to coax the Snot Hag out of her hiding spot.

Once she's out, whittle her PKE with Boson Darts, then slam her sticky butt around until she's dazed. Drop a trap at her feet and put her away. With the first Snot Hag properly disposed of, one of the Spirit Locks in the main room disappears!



Follow the hallway at the opposite side of the room to a dead end. Scan the wall with your PKE Goggles, then use the Slime Blower to reveal the hidden doorway. The door leads back to the main room with the Spirit Lock. Dash across the room and go through the other door in search of the second Snot Hag.




As soon as you enter the hall leading to the Egyptian display room, begin to blow apart the Egyptian Mannequins. If you're fast enough, you'll destroy all of them before they can spring to life and attack you—though you might want to let one live so that you can scan it.

Ray's Occult Art Show

Here we go: another cleverly hidden Art page. As you trek down the hall, blow everything to bits. Shortly after making a right past the large jackal statue, destroy the small statue on the right to reveal the Art page.

Take the stairs down at the end of the hall and enter the next display room. Several Flaming Skulls animate and zoom toward you! Equip your Shock Blaster and crack the creepy craniums. Take the next hall down the steps a little further.

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Ray's Occult Art Show

One more for the collection! Just before you finish going down the stairs, stop and destroy the little statue at the top of the stairs. There's another Art page inside!



Enter the room at the base of the steps. The room has three large pits overflowing with Black Slime. This is the Negatively Charged Ectoplasmic Source! Before you can seal them up, however, a Black Slime Floater attacks! Neutralize the fiend and take him down quickly.





With the room clear for now, grab the large disc with your Capture Stream in the corner of the room and carefully place it over the Black Slime well on the right.

Next, grab the broken disc and carry it up the stairs on the left of the room. At the top of the stairs is a wall display with the other half of the broken disc. Maneuver your half to complete the disc. When both halves are hanging next to each other, they magically combine into one usable disc. Rip it off the wall and take it back down to seal the well on the left.



Ray's Occult Art Show

Heads up, rookie! There's another Art page directly across from the wall display with the broken seal. Grab it!

Finally, use your PKE Goggles to locate the third seal hanging above the Black Slime well in the center of the room. Slime the hidden seal and it'll drop and automatically cover the well beneath it.





When you seal the third Black Slime well, the second Snot Hag appears. Help Winston zap her, cap her, then trap her! Once she's out of the way, the second Spirit Lock comes undone in the main room. Take the side passage up to another dead end with a hidden doorway leading back to the main room. Make a right into the Civil War room.



Ray's Occult Art Show

We got a hot one, cadet! Immediately after entering the Civil War room, destroy the uniforms on the other side of the entrance. There is another Art page hidden inside.





As you cross the first American History room, Ray reestablishes contact. He was momentarily possessed, but he was able to shake it off and find another, more secure, security room. He's lost contact with Dr. Rutherford, but spotted Dr. Selwyn near the Civil War exhibit. Your present location! Just as you're about to approach the door across the way, a psychokinetic surge reanimates two Civil War battalions: one Confederate, one Union. This isn't going to be pretty.

Unfortunately, you're stuck in the middle and the exit door is locked with two Spirit Locks! Turn around and take aim at the Civil War soldiers. Though the two sides go at it as if they'd never stopped fighting, they are also kind enough to include you in the festivities. Join the party and don't discriminate. Circle around the exhibit and keep the uncivilized ghosts from peppering you with their poltergeist muskets. Both sides can attack with projectiles, so stay light on your feet. Rather than take on one ghost at a time, search out the Confederate and Union leaders. They're carrying the flag and, more importantly, the key to the Spirit Locks.

With both leaders set to rest, the Spirit Lock comes undone and grants you access deeper into the museum. Saunter down the hall to a locked gate and wait for Ray to open it for you. When he does, walk into the next room. Make a right and return to the main display room.





Ray's Occult Art Show

About-face, soldier! Or, well, actually more like, turn right! Listen, as soon as you exit the Civil War room and pass through the hall, turn right and destroy the tall black crystal to find another Art page.

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TYRANNOSAURUS PEST

Mission Details

Ghost Scans	Art Pages
4	3



As you approach the main display room again, the obelisk at the center of the room explodes! Carefully creep out of the hall and enter the main display room.



Ray's Occult Art Show

Just as you exit the hall and enter the main display room, turn right. Bust open the nearby bench and find the next Art page. The other two Art pages in this room are hidden in a potted plant in the corner of the room and behind a large Gozerian statue in another corner.





The room is crawling with Gozerian Hound Demons! Equip your Shock Blaster and back away. Open fire on them as they approach and disperse the paranormal puppies. After destroying the malicious mutts help the other Ghostbusters defeat the Black Slime Floaters. Clear the room of all ghosts and demons quickly!

With the room cleansed, Peter is free to pick up Dr. Selwyn, who has fainted near the Gozerian obelisk. Unfortunately the pleasant mood is interrupted when the Mandala at the base of the obelisk ruins begins to glow! A Black Slime monster rises from the Mandala's center and reassembles the T-Rex ruins at its feet!







The T-Rex wastes no time in attacking, so neither should you. Begin by equipping your Slime Blower and opening it up on the T-Rex. Circle around the prehistoric poltergeist as you drench it in slime. If it attempts to bite you, rush away while you let your Slime Blower recharge. When it whips its tail at you, it'll also create several Hound Demons. Disperse them with a few Boson Darts, then resume sliming the T-Rex. Keep a safe distance from the dead dinosaur as you douse it in slime—that way you can stay safely out of reach from all of its attacks. Once you've neutralized the dinosaur's Black Slime, wrangle the beast's skull completely off!

Defeat the dinosaur's first form to make it collapse. It leaves behind a pile of bones and one very large, angry skull! Once again, neutralize the skull's Black slime, then switch to your Blast Stream and help the other Ghostbusters whittle the skull's PK energy. Hit it with a few Boson Darts, then, when it recharges its Black Slime, return to the trusty Slime Blower. Continue this attack as you stay out of range of its Black Slime projectile attack and finish it off.



You've saved the city...again! Yet, Peck seems more angry with you now than ever. As usual, he launches into one of his tireless tirades about shutting you down, turning off the containment grid, and blah blah blah. But while he throws his tantrum, Egon scans the ornery Peck with his PKE Meter. After Peck stomps off, Egon suggest that the Ghostbusters keep a *very* close eye on him. Something about him is not right....

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GHOSTBUSTERS™ THE VIDEO GAME

RETURN TO THE SEDGEWICK





Things at the firehouse are buzzing with activity. The phone is ringing off the hook, Egon and Ray are busily trying to figure out the meaning of the Gozerian symbol, and Zeddemore carefully studies a map of the city, noting recent areas of disturbance. Walk over to Egon and Ray to see what they've come up with so far. The symbol has so far stumped them, that is, until they get a fresh pair of eyes on the situation. Zed overlays the symbol on the city map he's studying and makes a startling discovery!



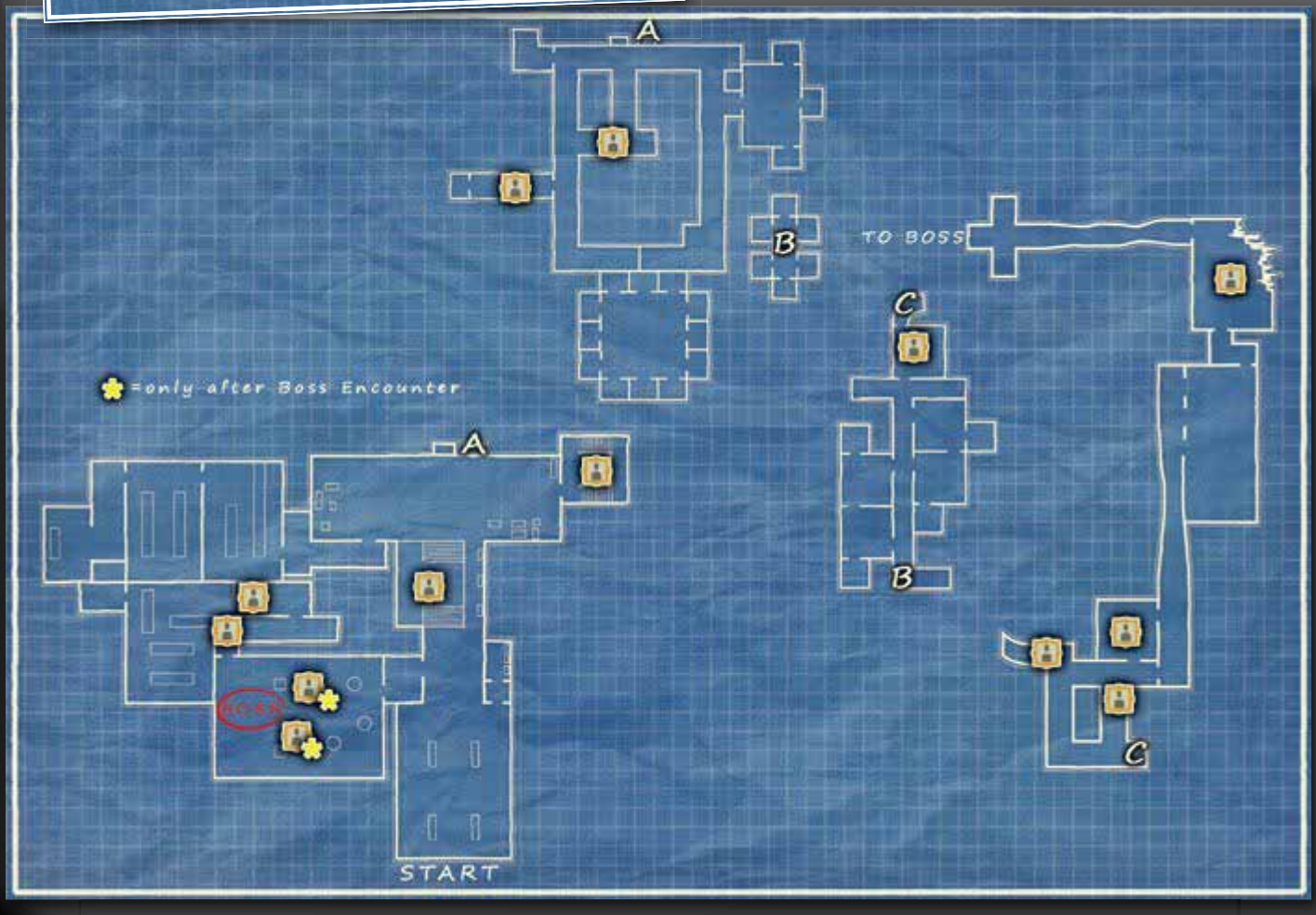
Ray's Occult Art Show

The Gozerian symbol is a Mandala! The small circles on the Mandala correspond to nodes that funnel ghosts along a specific route. As the ghosts move from node to node, they get bigger and stronger. So far, each node has corresponded to a NYC landmark: the Public Library, the Sedgewick, the museum, and the next node is…in the Hudson River? Peter sets off to investigate Peck a little bit more while you and the rest of the guys head back to the Sedgewick. Dr. Selwyn remembers being mysteriously draw to Room 1221 before she fled the hotel. Maybe an investigation of the room will yield some answers.

Walk over to the Ecto-1 when you're ready to head back to the Sedgewick!



Art Page



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BACK TO THE HOTEL

GHOSTS ENCOUNTERED



Name: De-Ionized Ectoplasmic Secretions

Category: None

Abilities: None

Tobin's Summary: While Ectoplasmic Residue is usually a side effect of ghostly interaction with the material world, sometimes spirits appear to secrete measured quantities of it for specific purposes (this would lend credence to the intentionality argument concerning the origin of ectoplasm). The material they create is usually much more resilient than standard plasmic matter, though it usually retains the sticky quality.

Ray's Tips: Some secretions are pretty tough and can't just be blasted through. You need to use the Stasis Stream first, to make them hard and fragile. Then you can use the Blast Stream or another similarly destructive tool to break them apart.



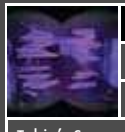
Name: Docile Echoes

Category: Class 1 Psychokinetic Echo

Abilities: None

Tobin's Summary: In certain locations where intense trauma has occurred, psychic imprints can remain resonant long after the events have transpired. In many cases, these psychokinetic "echoes" can linger, leaving residual images of the people and other entities that existed during that time period. I've seen no conclusive evidence that any of these manifestations have a consciousness, nor have any of them been witnessed harming or interacting with the living in any meaningful way.

Ray's Tips: Don't sweat these fellows, they're just echoes of people long gone. Nothing to worry about!



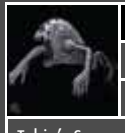
Name: Entropic Bias

Category: None

Abilities: None

Tobin's Summary: Often, in places of high paranormal activity, I've come across objects that gave very bizarre readings to my equipment. These were almost always cold to the touch but otherwise exhibited no other unusual properties. A fellow investigator I've worked with in the past swears he can see a dark aura around the objects and implied they were somehow tied to spirit activity.

Ray's Tips: An object with Entropic Bias can be affected by the Stasis Stream, temporarily locking it in place. Sometimes you can use this to make a platform for yourself out of newly immobilized objects, other times you can use it to lock a spooky contraption in place.



Name: Hotel Phantasm

Category: Class 2 Free-Roaming Floater

Abilities: Slime, Inanimate Possession

Tobin's Summary: An almost standard form of psychokinetic manifestation is the Floater. The variety lacking full humanoid features is fairly common, as they rely on less psychokinetic energy and focus to maintain their form. These emanations possess the ability to pass through solid objects, although they leave behind an ectoplasmic residue, as it is this substance that is the medium allowing them to interact with the physical world.

Ray's Tips: Ghosts that can possess and move furniture around are far from unusual. Use the Blast Stream here, both to destroy what they hide in, and to capture the Hotel Phantasm itself.



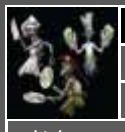
Name: Malevolent Echoes

Category: Class 5 Malevolent Echo Invocation

Abilities: Melee Attack

Tobin's Summary: In my entry concerning echoes, I mentioned how they are merely psychic imprints that are incapable of interacting with or harming the living. In some rare cases, however, these imprints can be given purpose and a more coherent form by an external source, usually a more cohesive spiritual manifestation. In these cases, the stronger ghost imbues the patterns of the echo with its own purpose and gives it form by channeling psychokinetic energy and ectoplasm into the receptacle. These more solid entities can become quite dangerous at this point, though they seldom have enough coherence to maintain their form for very long or when faced with disruptive trauma.

Ray's Tips: Well, *almost* nothing to worry about. Sometimes these usually harmless psychokinetic echoes, when exposed to a powerful malevolent force, can gain a more substantial presence. They're pretty tough: the Blast Stream probably won't cut it. Try landing Boson Darts or close-range Shock Blasts.



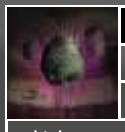
Name: Sous Chef Ghost

Category: Class 3 Full Torso Manifestation

Abilities: Slime, Melee Attack, Utensil Attack, Inanimate Possession

Tobin's Summary: Oftentimes, when a fiercely loved or revered commander or supervisor passes from this mortal coil, his loyal subordinates will find him in the afterlife. The leader is tied to the world by his duty to his followers and when they pass on, they are tied to him by their loyalty. It's a path of mutually assured entrapment on the mortal plane in the afterlife, a sort of sad poetry.

Ray's Tips: These are your standard FTMs. Fire up the Blast Stream, drop a trap, and get down to business.



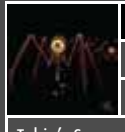
Name: Spectral Spawning Husks

Category: None

Abilities: Spawns Creatures

Tobin's Summary: Certain ethereal entities take on the form of totemic creatures from the physical realm. These beings tend to reproduce in similar fashion, spawning followers as if they were their "children." One of the most unnerving manifestations of this phenomenon are the insectoid spectres, as they can hatch hundreds of smaller beings from eggs.

Ray's Tips: If there's one thing the world doesn't need, it's more spooks. Keep an eye out for Spectral Spawning Husks like these and blast away with your Blast Stream, Boson Dart, or Shock Blast to do your part to control the ghost population!



Name: Spider Scuttlers

Category: Class 4 Ectozoophilic Mimicry

Abilities: Melee Attack

Tobin's Summary: Many times a weak or malformed spirit will choose an animal form in which to manifest. Speculation has been made as to whether these are indeed the "souls" of deceased creatures but there has never been recorded evidence of a spirit leaving the body of insects or fish. Indeed, I believe that the half-spirits that take these forms do so because it's easier to assume an already psychically charged totem image pulled from the soniferous ether rather than create an identity for themselves.

Ray's Tips: It's not uncommon to see your weaker spirits disguise themselves as monstrous or twisted versions of natural creatures. They're never too hard to dispose of, and these are no exception: the Shock Blast will blow these varmints to bits.

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Name: Spider Witch

Category: Class 6 Full Torso Floating Manifestation

Abilities: Slime

Tobin's Summary: A standard paranormal event is the anthropomorphic manifestation. These are the remnants of people that probably inhabited the area where the ghost is now being witnessed. Oftentimes the person in question had some strong tie to the location or had unfinished business there. The spirit remains until either the business is attended to or it is driven away.

Ray's Tips: Not so scary now is she? Finish her off with the Blast Stream and a trap and we can consider this 70-year-old mystery closed.



Name: Transmogrified Spider Witch

Category: Class 7 Transmogrified Manifestation

Abilities: Summon Spider Scuttlers, Web-Walking, Web-Hanging, Web Slinging

Tobin's Summary: Some manifestations have hidden reserves of energy either buried deep within themselves or stored in an external location, similar to the way ancient Egyptians used canoptic jars. When in duress, these spectres will often draw from this source to assume a more frightening form. Far from a scare tactic, this new shape carries with it any appendages and size advantages that its appearance implies. This is usually a last-ditch move for the ghost in question, though, as tapping the secondary energy source will drain it until it can slowly build up over a course of weeks or months.

Ray's Tips: She was scary enough before, sheesh! Our ghostbusting tools don't seem to phase her directly, but we already know the Stasis Beam works wonders on her webs. Try using that to freeze her webs, whether she's hanging on them or trying to crawl around on them. Falling to the ground should prove damaging to her physical form—enough falls and we can force her to abandon it.

THIS PLACE IS DEAD... NO, REALLY

Mission Details

Ghost Scans	Art Pages
5	4





When you arrive back at the Sedgewick you find that the hotel has been sealed off by P.C.O.C., barring anyone from entering. Which is just as well, because the place is nearly completely demolished from your last visit. Scaffolding now adorns the previously ornate lobby, planks of wood litter the ground where potted plants used to be, and the central water fountain is empty and lifeless.

If the rest of the city is going to avoid a fate similar to the Sedgewick's, then you must locate the Mandala node in the hotel and neutralize it. Venture into the hotel and begin investigating.



Equip your Stasis Stream and fire it at the large webs blocking the main lobby. Once the web is "frozen," hit it with a Shock Blast to shatter it and gain entry into the main lobby. The lobby is full of Docile Echoes; leave them be and press on.



Ray's Occult Art Show

Blast the table in the lower part of the hotel's main lobby, cadet! There's an Art page hidden inside.



Follow the guys toward the elevators. Unfortunately, they're out of power, so you'll have to find another way up to the twelfth floor. Just then, you hear a woman's scream coming from the darkness. Rush past the elevators to the right and remove the large refrigerators blocking the door on the right. Creep inside to find the hotel manager cowering in a corner. He's trapped in the hotel, but he can guide you to the generator room!



Ray's Occult Art Show

Don't leave this room without grabbing that Art page in the corner. It's practically a freebie!





If you're going to investigate the twelfth floor, you must first restore power to the building. Do as the hotel manager says and find the backup generator. Dash across the lobby, back toward the elevators. Quickly follow the guys back out to the lobby. The once-Docile Echoes have transmogrified into Malevolent Echoes!

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They're not fast, but they are tough, so forget about taking them down with your Blast Stream and instead hit them with a direct Boson Dart. Or, a direct hit from your Shock Blaster will disperse the Echoes right away. Clear the lobby of all Malevolent Echoes, then approach the far side of the lobby.



You'll reach the elevator doors just in time to see a residual ectoplasmic echo of the Spider Witch! She coolly lures a male companion into the elevator, all the while displaying a sinister smile; she's up to no good still! There's nothing you can do for him now, he's long since dead, but the Spider Witch is still very much active. And yes, she's on the twelfth floor.

Several more Malevolent Echoes appear as soon the Spider Witch has walked away. Raise your Shock Blaster and disperse them quickly. Make a left and follow the hotel manager back to the Alhambra Ballroom entrance, where a trio of Hotel Phantasms lock the doors!







The Hotel Phantasms aren't very dangerous, but the fresh batch of Malevolent Echoes that appear are very troublesome. Leave the nasty echoes to your partners and set out after the hotel haunters. Capture the Hotel Phantasms to unlock the doors.

If any of the Malevolent Echoes get too close, turn on them and disperse them with Boson Darts, then turn back on the Hotel Phantasms to finish them off.

Enter the Ballroom to find some Docile Echoes still having a good time. When more Hotel Phantasms appear overhead, raise your Neutrona Wand and open fire. Slam the hotel haunts around to daze them, then trap them. If any of the Hotel Phantasms possess your teammates, switch to your Slime Blower and force the phantasm out, before getting back to work on it. After you set to rest all of the phantasms in the ballroom, the door at the far right corner opens up.





Go through the door into the hall; switch to your Stasis Stream and shatter the web in your way. Destroying the web releases a Spider Scuttler. Shock Blast it to bits, then proceed into the hall.



Continue down the hall, blast through webs and Spider Scuttlers until you reach the kitchen!



Ray's Occult Art Show

There are two Art pages in this area. One is hidden inside one of the webs in the hall; the other is hidden in a storage shelf at the start of the kitchen area, on the right.





Enter the kitchen and get cookin'! A few Malevolent Echoes amble aimlessly about. Help ease their pain and set them to rest with a few Boson Darts. Make a left and follow the rows of stoves as they wind in and around the kitchen, creating a small path to the kitchen's other side.

As you go, equip your PKE Goggles to sidestep several Ghost Snares set about. Pass by them carefully and slime the dead battery cell in the corner of the kitchen. Pick it up with the Capture Stream and drop it by the door leading into the next cooking area.

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In the next cooking station, walk up to the door in the far-left corner of the room to find the generator room. The generator is missing three batteries. Slime the battery near the entrance and guide it toward the generator with your Capture Stream. When you do, a charged Sous Chef Ghost attacks! Ram the battery into the Sous Chef Ghost and steal his charge! Drop the battery just long enough to take down the now-vulnerable ghost, then pick up the recharged battery and place it into one of the three generator slots.

Exit the generator room and run across the kitchen station into the room on the opposite end. Find the third battery in the far corner and slime it. Just as before, ram the battery into a new charged Sous Chef Ghost and steal the cook's heat! Drop the battery again, to disperse some Malevolent Echoes and to trap the vulnerable Sous Chef, then guide the charged battery back to the generator. Finally, return to the first room—where you dropped the first battery—and repeat the process with the final battery for the generator.



I've modified the Neutrona Wand's Boson Dart ability to also hurl objects from the Capture Stream. So if you're having a hard time making contact between the batteries and the charged specters, try shooting the batteries at them.

After restoring power to the elevators, cut through the third room in the kitchen, destroy the web covering the hall, and exit back out into lobby area. Make a right and blast through the Malevolent Echoes in the lobby as you fight your way to the elevators.





When the hotel manager hears that you're looking for the thirteenth floor, the Spider Witch's lair, he contends that the hotel doesn't have one. So the team splits up. You and Egon will go to the twelfth floor while Ray, Zeddemore, and the manager head to the fourteenth floor.

PHANTOM LABYRINTH!

Mission Details	
Ghost Scans	Art Pages
1	3

Walk back to the elevators and take one to the twelfth floor. On the way out, Egon tries to explain the Mandala, its nodes, and the spirit conduits to Zeddemore. When he finishes, you're visited by another ghost echo! It's the Spider Witch again! Follow her out of the elevator onto the dreaded twelfth floor.





Slowly venture out onto the twelfth floor and follow Egon down the hall.



Ray's Occult Art Show

Listen up, junior! There's another Art page as you exit the elevator. March down the hall straight ahead and follow it to its end. Turn right, and voilà!

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Make a left out of the elevator and use your PKE Goggles to follow the Spider Witch's trail. When you reach a small blockage of psychokinetically charged debris, you catch up to the Witch's echo. She turns on her male companion and attacks, dragging him away deeper into the hotel's Phantom Labyrinth!

Make a right and follow her down the hall. About halfway down, you're greeted by several more Malevolent Echoes. Disperse them, then make a left into the next room. Ignore the Docile Echoes in the room and use your PKE Goggles to pick up the Spider Witch's trail again.



This time, however, rather than picking up a trail of Ectoplasmic Residue, you spy a portal created by the Spider Witch. Blast through the Malevolent Echoes that appear and enter the portal.




In the next hall, keep your PKE Goggles equipped and sidestep the Ghost Snares in your way. Keep the Goggles on, sidestep several more Ghost Snares, and follow the portals through several more rooms. When you emerge into a hallway with floating debris, make a left and follow the fresh trail of Ectoplasmic Residue down the hall.

When you reach what seems like a dead end, use your PKE Goggles to examine the door on the right to find that it can be slimed. Hose the door down and then rip it off its hinges! Go through the door to find a small room with floating furniture!

Take out the Malevolent Echoes in the room, then use your Goggles to find the next portal. In the next hall, make a left and follow it until you're force to turn left by black crystal spikes that pop out form the walls to form a barrier.





Ray's Occult Art Show

Man, that was a close call! Those spikes almost made you into a Class 1 entity! In the next hall, just after being forced to turn left, destroy the couch to find another Art page!




The next hall has a large black crystal gate that slowly closes as you approach it. Slow the gate down by hitting it with your Stasis Stream. Once it's slowed, dash past the gate and enter the portal on the other side of the hall. You rejoin Egon on the other side of the portal, in another hallway with floating furniture. Follow the hall to its end, where the exit door is locked with four Spirit Locks!

Before you can turn around and return back down the hall, another black crystal gate pops up and forces you into the room on the left. Enter the room and bust open the chair in the room's center to draw out the first Hotel Phantasm carrying a key.



Stay near the corner of the room and blast away at the key-carrying creep. Put him away to undo one of the Spirit Locks on the main door, then enter the next room.

In the next room, destroy the bed to draw out the key-toting specter. Circle around the room as it thrashes about and carefully chop off the ghosts's PK energy. When it's ready to go down, slam it into the walls and drop a trap. The ghost is sucked in and the key magically floats away toward its Spirit Lock. This time, exit the room and dash across the hall to the next pair of rooms.





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GHOSTBUSTERS™ THE VIDEO GAME







The third ghost is cowering inside the room's television set. Blow it up to draw it out and chase it around the room to trap it. When you've got the ghost in your Muon Trap, enter the fourth room and slink into the restroom. The final ghost is hiding inside the bathtub! Blow the tub apart and pursue the spook into the main bedroom. Take the final ghost down to make the Spirit Lock in the main lobby drop off.

Backtrack out of the four rooms, through the hallways, and destroy more Malevolent spooks as you go. Don't let them corner you in the hall. Instead, lure them into one of the guest rooms where you have more space to work. Disperse their PKE with a few Shock Blasts. Back in the main hallway, go through the now-open door and use your Goggles to find a hidden doorway. Slime the door and enter!



The next room is crawling with Spider Scuttlers. Stay near Egon and blow them apart with your Shock Blaster. If Egon goes down, revive him immediately! Clear the room, then follow the Spider Witch's ghost that suddenly appears!



Ray's Occult Art Show

Not so fast there, little buddy! Don't leave this room without grabbing the Art page in the corner.

THE MYSTERIOUS THIRTEENTH FLOOR

Mission Details

Ghost Scans	Art Pages
1	4



The Spider Witch's ghost creates a small walkway leading up into the thirteenth floor! Resume your pursuit by shattering the web in your way and slowly walking down the hall. As you do, a small swarm of Spider Scuttlers attacks from the right. Open fire and disperse the little spider spooks with a few quick Shock Blasts.



Ray's Occult Art Show

Excellent! Another freebie! Grab the Art page in the niche on the right just after the Spider Scuttlers' attack.



Venture down the hall, shattering more webs as you go.



Ray's Occult Art Show

This can't be good. It must be a trap! After blasting through the webs down the hall, there's another Art page in plain sight. Go grab it, but keep your Shock Blaster handy to fend off more Spider Scuttlers.

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Make a right at the end of the hall, just before the dead end, and enter the room at the far end of the hall. The room has a giant Spectral Spawning Husk hanging from the ceiling. Blow it open then destroy the little Spider Scuttlers that scurry out. Leave the Hotel Phantasm to Egon while you clear the room of the spidery critters. After squashing all of them, help Spengler spank the rest of the spooks.

With the room clear, the door in the corner is unsealed.



Ray's Occult Art Show

Hey, rook. There's another Art page inside this room. Grab it before you go through the door into the next section.





The next hallway is like no other. The walls spiral around as the passage stretches deeper into the hotel's thirteenth floor! Slowly trek down the twisted hallway until you reach a dead end. Look beneath your feet to find a doorway covered in spider webs and hit it with your Stasis Stream. Blast it open, then drop into the long shaft-like hallway. Do it again when you reach the bottom and drop into a sideways ballroom.

Stay on the move to avoid being surrounded by the Spider Scuttlers, and help Egon exterminate them. Once you've cleared all of the boogeybugs in the room, turn on the Hotel Phantasms and begin draining their PK energy. Put the ghosts away and then hit the large web pillars at the center of the room with your Stasis Stream.

Destroy the web pillars and a painting falls to the ground, creating a short ramp across the room. Drop into the gap ahead and climb up the painting into the other side of the ballroom.





The opposite wall has a faint outline of a door on it, but there's no door to open! Follow the wall right and slime the door on the end of the wall, then rip it off with your Capture Stream. Move the slimed door onto the door outline. The door automatically becomes part of the wall. Open the door and go through the next hall into a room with floating platforms.





Hop on to the first platform as it floats up to you, then ride it out toward the center of the room. When you near the large opening in the wall on the left, turn right, toward the opposite side of the room and spot the next platform. Hit it with your Stasis Stream to slow it down and hop onto the second platform.

Ride the platform back to the far side of the room, away from the opening on the left wall, and wait for a third platform to pull up to your left. Once again, slow it down with your Stasis Stream and hop on! When the platform floats up to the opening on the far left wall, hop off your platform and into the twisted hallway.



Ray's Occult Art Show

There's another Art page inside the room with the freaky floating platforms. Drop to the bottom of the floor and blow open one of the chandeliers. Sure, it'll make a fantastic mess, but it's done in the name of science.

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Storm down the hall, busting Hotel Phantasms and Spider Scuttlers as you go, until you reach the elevator. Call the elevator and go for a ride!



Do this three times to disperse her PKE completely, then grab the Spider Witch with your Capture Stream and put her away!

SQUISH THE SPIDER WITCH

Mission Details	
Ghost Scans	Art Pages
2	2

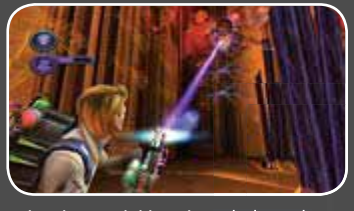




The elevator takes you to the Spider Witch's lair, where the portly poltergeist awaits! As soon as you enter her lair, she pounces on you as though you were flies trapped in her web! Although she misses, she immediately takes refuge on the walls of her lair and unleashes several Spider Scuttlers to do her bidding. Blast her little babies to bits with your Shock Blaster, then take aim at the thread from which the Witch is hanging and hit it with your Stasis Stream.

Once the thread is frozen, cut it with a Shock Blast and watch the Witch come tumbling down. The fall chops off a chunk of her PK energy and she quickly scampers back up the wall, leaving behind more Spider Scuttlers.





Ignore the Witch while she's on the ground and instead, blast through the web barriers she creates between the crystal pillars in the room. If you leave the webs unchecked, your movement will be restricted and you'll risk being surrounded by Spider Scuttlers. When she scurries back up the wall, return your attention to her and bring her tumbling back down again.

After taking three tumbles, the Spider Witch tries a different tactic. Instead of hanging from a thread, she creates several small web walls high atop the room. She scampers along the walls and fires her web projectile from a distance. Stay behind the crystal pillars for cover and shatter her web walls little by little. Restrict her movement on the webs, then, when you've got her trapped on a small portion of her web wall, take out the webs from underneath her spider legs to bring her tumbling down again.



Ray's Occult Art Show

Pick up the pace, kid! After taking down that Spider Witch, destroy the tables at the center of the ballroom to find two more Art pages. You gotta' be quick, though, because you'll run out of time as soon as Egon is done inspecting the Mandala on the floor!







With the Spider Witch squashed, the hotel begins to normalize and shed its webbing. You've located the Mandala node and neutralized it!

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INTRODUCTION | GHOST WRANGLING | TOOLS OF THE TRADE | "WHO YOU GONNA CALL?!" | FIELD GUIDE: WALKTHROUGH | SUPPLEMENTAL DATA
LOST ISLAND RISING

LOST ISLAND RISING



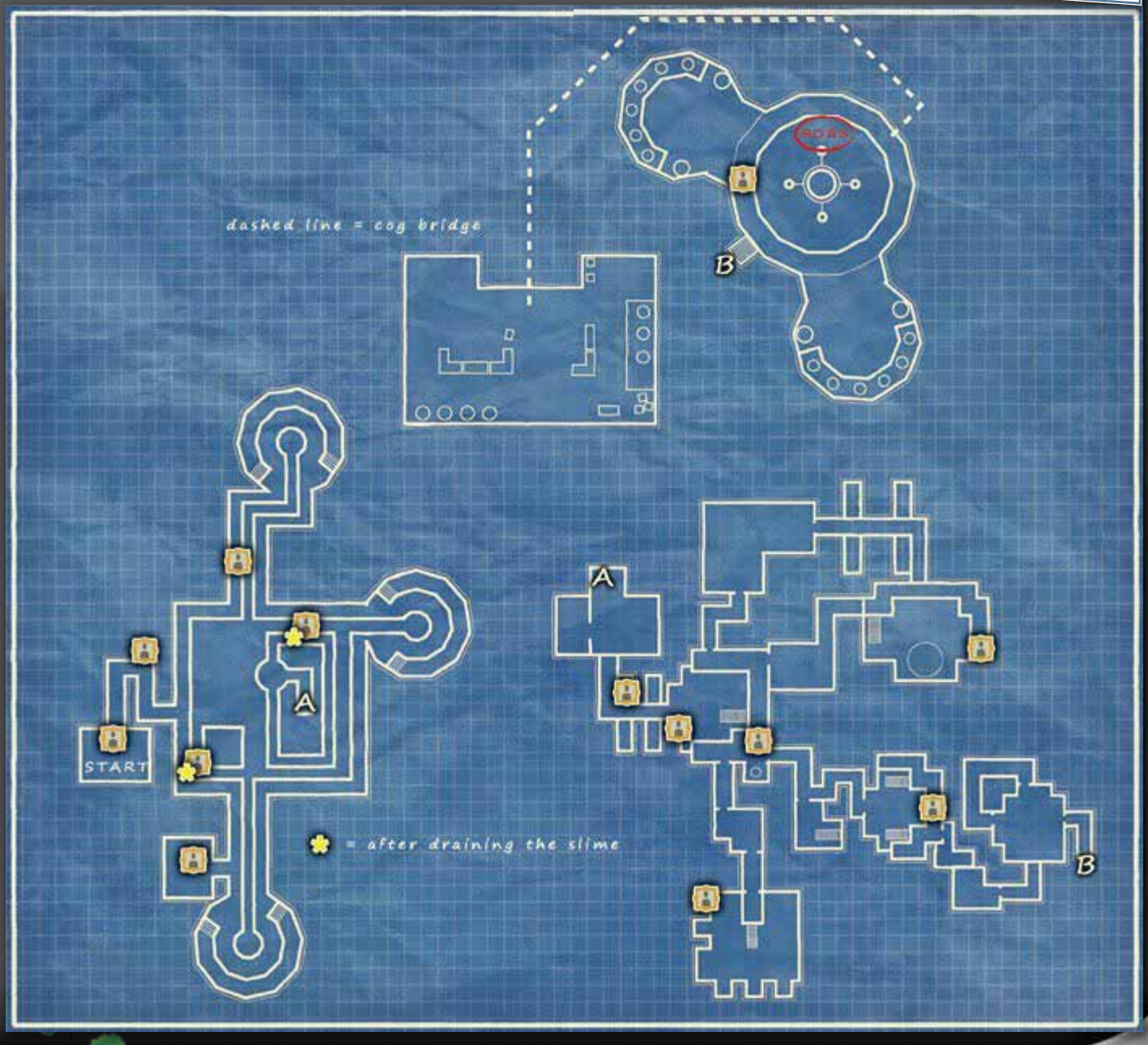


FROM THE DEPTHS OF THE HUDSON

If Zeddemore's Mandala theory is correct, and each node represents a location in the city, then the next stop should be...the middle of the Hudson River? You set out to investigate on the Marine Ecto-8 and are surprised to see that a large island rises out of the water exactly where the node was predicted to be!

Zed was right!

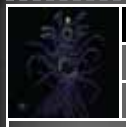
Art Page



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GHOSTBUSTERS™ THE VIDEO GAME

GHOSTS ENCOUNTERED



Name: Black Slime Behemoth

Category: Class 7 Negatively Charged Ectoplasmic Behemoth

Abilities: Melee Attack, Black Slime Shot

Tobin's Summary: When high levels of paranormal energy become concentrated in one area, peculiar things can occur. Occasionally this energy can take on an intelligence of its own and act of its own free will. I'm not certain if this is some form of spontaneous generation or if the intelligence is a formless one that's pulled across the ether into the material world. Either way, this form will take on the nature of the forces that summoned it and will seek to preserve the source of the energy that brought it to consciousness.

Ray's Tips: Holy smokes! Talk about your tall, dark, and ugly! When you've got this much Black Slime, you need heavy-duty green slime devices like the Slime Mine to make a dent. Just that may not be enough here, though; use the PKE Goggles to see if you can find weak points on this guy. Try to keep the fighting area clear of Black Slime pools; he can use those to create all sorts of Black Slime creatures



Name: Black Slime Elementals

Category: Class 6 Inorganic Physical Conglomerate

Abilities: Melee Attack, Stone Throw, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: These guys are tough! Most equipment won't do much to their stony form: Use the Stasis Beam to pin them down, then launch a few Boson Darts to expose their weak points. Wrangle and slam those loose, and these walls will fall.



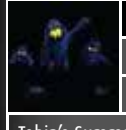
Name: Black Slime Scuttlers

Category: Class 6 Full Torso Manifestation

Abilities: Melee Attack, Black Slime Spit, Black Slime Coating

Tobin's Summary: As a corollary to my entry on ectozoophilic mimicry, I'd like to add that there are indeed some semi-formed spirits that have a go at making a form for themselves without relying on preconceived archetypes. The result is usually relatively grotesque but intriguing in its randomness. Often times a sort of evolutionary process occurs with the creature wherein it creates appendages and orifices as needed.

Ray's Tips: These're like the ghostly version of cockroaches: highly annoying and entirely disgusting! Use the Slime Blower to remove their Black Slime so you can burn them away, but be careful, they tend to get feisty when denied their protective slime coat.



Name: Black Slime Spawn

Category: Class 5 Negatively Charged Ectoplasmic Manifestation

Abilities: Slime, Black Slime Shell, Melee Attack, Lightning Bolt, Inanimate Possession

Tobin's Summary: Large bodies of ectoplasmic residue seem to take on a life of their own under the right circumstances. I've seen several instances where small creatures would emerge from pools of the stuff and begin to cause mischief in an area. The demeanor of the homunculi are usually tied to the nature of the ectoplasmic body. Standard green slime will birth fairly innocuous entities while the more hazardous negatively charged black ectoplasm can create some truly nasty creatures.

Ray's Tips: When dealing with creatures composed entirely of negatively charged ectoplasm, there's only one answer: green slime, and lots of it! Use the Slime Blower or Slime Mine; you won't need anything else.



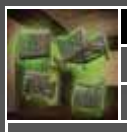
Name: Cultist Ghosts

Category: Class 6 Full Torso Manifestation

Abilities: Slime, Black Slime Shell, Melee Attack, Lightning Bolt, Inanimate Possession

Tobin's Summary: In many cases with the occult, followers will give up everything they have, including their very soul, to gain favor with whatever eldritch being they worship. When these followers become ghosts, they're bound to their master for all of eternity and usually maintain a fiendish loyalty so that they will receive favors.

Ray's Tips: Your standard FTM, charged with eldritch energy and covered in Black Slime. In other words, big trouble! Use the Slime Blower to clean 'em off, then take the Blast Stream to them.



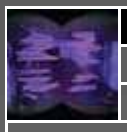
Name: Ectoplasmic Residue

Category: None

Abilities: None

Tobin's Summary: Ectoplasmic Residue occurs when a spirit passes from the ethereal plane into our physical plane. The ectoplasm is the means by which the spirit can affect physical objects and force its will into physical reality. Fortunately, this substance in its basic form isn't harmful, but merely stomach-turning and messy. I'm still studying the causative relationship between this slimy substance and the spirit that carries it with them, whether the plasm is a side effect of the interdimensional penetration or if the spirit manifests it intentionally.

Ray's Tips: If you get it on your clothes, use bleach.



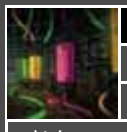
Name: Entropic Bias

Category: None

Abilities: None

Tobin's Summary: Often, in places of high paranormal activity, I've come across objects that gave very bizarre readings to my equipment. These were almost always cold to the touch but otherwise exhibited no other unusual properties. A fellow investigator I've worked with in the past swears he can see a dark aura around the objects and implied they were somehow tied to spirit activity.

Ray's Tips: An object with Entropic Bias can be affected by the Stasis Stream, temporarily locking it in place. Sometimes you can use this to make a platform for yourself out of newly immobilized objects; other times you can use it to lock a spooky contraption in place.



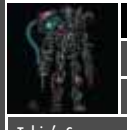
Name: Psychomagnatheric Ectoplasm

Category: None

Abilities: Melee Attack, Black Slime Spit, Black Slime Coating

Tobin's Summary: The standard response by most people to paranormal entities is often fright. I've seen some reactions to ectoplasm that run counter to this standard expectation. Some people, in fact, react angrily or become elated while others grow morose. I've isolated such incidents and can conclude that the ectoplasmic residue in these cases is a subclass that seems to resonate and reciprocate human emotions.

Ray's Tips: Don't get it on you...unless you're in a good mood.



Name: Slime Lab Elementals

Category: Class 6 Hybrid Conglomerate

Abilities: Melee Attack, Black Slime Shot

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: These are the "black knights" of Shandor's lab: They focus more on keeping other spooks covered in protective Black Slime than they do anything else. But that only makes them more dangerous. Use the Slime Blower to clean them up a bit, then go heavy on the Shock Blast to find their weak points.

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SHANDOR'S ISLAND

Mission Details	
Ghost Scans	Art Pages
6	6




The island that once served as Shandor's headquarters for Gozerian worship and study has slowly risen from the murky depths of the Hudson. When a tidal surge swallowed the island shortly after Shandor's death, it was reclaimed by the ghost world. But now it's back. This must be where the final node is located. Get off the Marine Ecto-8 and prepare to explore the island.

As you explore the entry to Shandor's Castle, a group of Cultists swoops out of the doorway! While Egon inspects the castle entry, you wander around in the background. Suddenly, you're free-falling into the castle's underground tunnels! Once again, you're on your own. You may have been swallowed by the castle, but at least you're unharmed.



Yo, rookie? Can you read me? Good! Hey, I know I don't need to tell you this, but you got to play it safe down there. If you go down, there's nobody there to help revive you. In other words: You go down, you stay down. Follow?



You land in a room with a pair of Cultists Ghosts itchin' for some action. Give it to them! Hose them down with your Slime Blower to neutralize their Black Slime, then get to work with your Blast Stream to take 'em down.



Ray's Occult Art Show

Heads up, junior! There's an Art page in the corner of this room. Grab it and get moving!



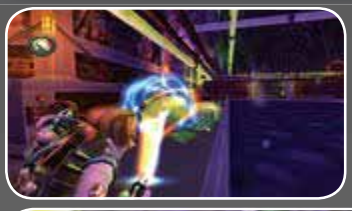

Equip your Slime Blower and enter the catacombs ahead. As you exit the room, a large gate slams down behind you; there's no going back! Charge a Slime Mine and fire it at the small group of Black Slime Spawn that swarm around the corner. If you miss them, unleash a torrent of slime from your Slime Blower and disperse the little cretins.

When the Black Slime Scuttler storms around the corner, douse it in slime, then switch to your Blast Stream. Hit it with a good, solid blast, then finish it off with a Boson Dart.



Ray's Occult Art Show

Stop at the corner, cadet, and locate another Art page. As you travel down the hall, turn left and locate a small Black Slime puddle in a niche. Neutralize it, then open the crates behind it to find another Art page.





Follow the tunnel out to a large, wide-open area of the catacombs. If you turn right, a large gate will slam down in front of you, sealing the way forward. Instead, turn left and remove the rubble in your way by sliming it, then tossing it over the side of the railing into the pool of slime at the center of the cavern. Use your Capture Stream to move the slimed rubble just as you would any other slimed object.

Farther down the walkway, some Black Slime Scuttlers come marching out of a nearby drain. Either hose them down or blast them with a Slime Mine, then disperse them. Make a right at the corner, and exorcise another Cultist before turning left into a gated area.

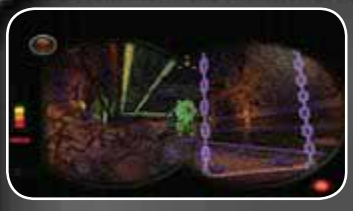


Ray's Occult Art Show

Do you see something inside that drainage grate? It looks like another Art page! After turning left into the gate, destroy the grate on the left and collect the Art page inside.

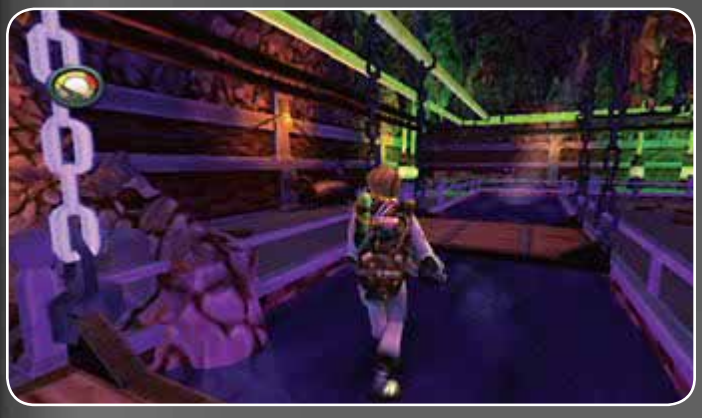
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GHOSTBUSTERS™ THE VIDEO GAME




Equip your PKE Goggles and examine the area over the slime trench on the right and the walkway directly across the trench to your right. Though it's invisible to your naked eye, your Goggles reveal several large spiked balls hanging from the caverns as well as some invisible chains. Equip your Slime Blower and hose down the invisible spiked balls to make them visible.

Switch to your Blast Stream and fire it at the spiked ball in the distance to engage your Capture Stream. Once you've got it in the Capture Stream, yank down on it to drop a large platform from the ceiling.



Turn right and do the same to the hanging spiked ball across the trench from you and drop another platform into place, then quickly switch to your Stasis Stream. Fire it at the chains that lowered the platform into the trench to keep the platform from rising back into the air. While both platforms are down, step onto the one on the right and then dash up the trench, across an invisible bridge, to the second platform, then go left, back onto the walkway flanking the trench.

As soon as you reach the walkway again, a large stone drops along the wall, sealing a drainage grate on the left. Pass it up and slime the other pieces of debris further down the walkway. Use the Capture Stream to remove the debris, then place the final piece of debris in front of the drain on the left.



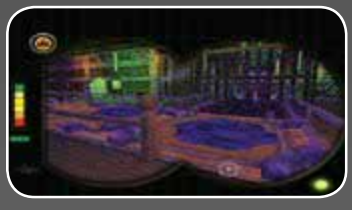



Follow the walkway to another gated area on the left and enter. It's a large U-shaped walkway with a big slime machine at the center. Equip your Slime Blower and take aim at the Cultists guarding the area. Neutralize their Black Slime, then switch to the Blast Stream. Put the fanatics away, then equip your PKE Goggles and examine the large contraption at the center of the U-shaped area.

The machine has three large, spinning dials with several symbols on them. As the dials rotate, the symbols shift. Equip your Stasis Stream and wait for the dial to rotate so that the symbol on the dial matches the symbol displayed above the dial. When the dial is in place, zap it with your Stasis Stream to lock it there.



Lock all three dials into position; some of the Black Slime filling the trenches drains. With your job done here, follow the U-shaped walkway out and back around to the trench area.




Farther down the walkway you come across another debris blockade. To the right is a gap in the railing that allows you to walk directly over the slime-filled trench. Equip your PKE Goggles and look over the trench to find another invisible platform. This one, however, is covered in Black Slime. Neutralize the slime with your Slime Blower, then follow the platform over the trench, past the debris.

At the end of the walkway, equip your Goggles again to locate another spiked ball overhead. Slime it, then yank it down to lower a platform. Cross the platform, step off to the left, and go back onto the walkway.



As you walk down the catwalk, several Black Slime Scuttlers and a Cultist Ghost attack! Let the Cultist pass you by and disperse the Scuttlers instead. Once the Scuttlers are out of your hair, take out the Cultist!



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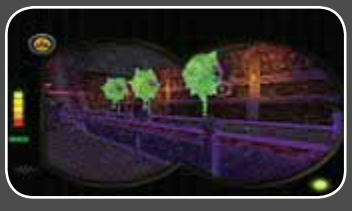



Turn the corner left and stop when a drain explodes, releasing more slimy goo onto the walkway. When the Black Slime Elemental emerges from the goo, equip your Slime Blower and begin backing up. The slime from your Slime Blower exposes glowing nodes on the Elemental's body. Switch to your Blast Stream and target the creature's glowing nodes. Lock down on one of the nodes with your Capture Stream, then slam it downward to rip off a piece of the Black Slime Elemental's body.

Switch back to your Slime Blower and dash past the ambling creature. As you run past it, hose it, and the little Black Slime Scuttlers that appear, with slime. Then turn around, and with your Blast Stream, destroy the Scuttlers before yanking off another piece of the Black Slime Elemental.



After slamming the Black Slime Elemental to nothingness, continue down the walkway into another U-shaped area with a slime machine at its center. Just as before, freeze the dials in place when they match the symbols on the machine and drain some more of the Black Slime flowing in the trenches.




Continue moving around the walkway and make a left at the next corner. Turn right to face the trench when you reach the next pile of debris in your way. Equip your PKE Goggles and spy three more invisible spiked spheres hanging overhead. Slime them, then yank them down into the trench.

When all three platforms are in place, slime the large gate over the trench and then pull it off its supports to create a small bridge connecting the walkway and the platforms.



Make a left after crossing the platforms and slime the large spiked sphere on the left. Don't pull it down just yet. Instead, back away and also slime the large boulder that just fell into the trench, then pick it up. Move it onto the walkway and approach the large spiked ball. When the drain nearby begins to release some Black Slime Scuttlers, drop the stone in front of the drain and block it off.




Blast through the remaining critters, then use your Capture Stream to yank the spiked sphere down. Give it several quick and steady pulls as the gate behind it slowly goes up little by little. When the gate is above your head, sprint past it before it drops back down.

Pass through the gate and lead with your Slime Blower. A small swarm of Black Slime Spawn scampers around the corner. Greet them with a stream of slime or a Slime Mine and disperse them quickly. Make a right and fight off a few Black Slime Scuttlers before stopping to examine the trench on the left with your PKE Goggles.






The walkway ahead has two large, spiked spheres hidden to the naked eye, while the walkway across the trench, to your left, has two more hidden spheres. Slime the spheres closest to you, then turn left and slime the first sphere across the trench. The second sphere on the opposite walkway is too far for you to reach with your Slime Blower, so switch to your Capture Stream and lower the first sphere over your walkway to raise the first platforms out of the slime, over the trench. Freeze the platform with your Stasis Stream, quickly!

Immediately switch back to your Capture Stream and yank on the first sphere on the opposite walkway to raise the second platform out of the oozing trench. Switch to your Slime Blower and rush onto the second platform to reach the final, hidden sphere. Slime it, then rush back to your walkway before the platforms drop back into the trench.

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When you're back on your platform, all four of the spheres are visible. Switch to your Capture Stream and prepare to raise all four platforms to cross the trench. Slam down the first sphere on your walkway to raise the first platform. Step on it, then turn left and yank down the first spiked sphere on the left walkway. Step on the second platform. Now, turn to the second sphere on the right walkway.

Pull it down to raise the third platform, then step on it. Finally, while on the third platform, turn left and yank on the second sphere over the left walkway to raise the final platform. Sprint across it and set foot on the left walkway. You've crossed the trench.



Follow the walkway left and use a Slime Mine or two to neutralize the Black Slime on the ground. Enter the next U-shaped area and destroy several more Black Slime Scuttlers as they stream out of the drain on the left.





This time, the machine at the center is missing a dial! Freeze the first two in place with your Stasis Stream, then exit the area via the far walkway. Follow the catwalk out to a small room on the left and go inside. The room is home to a Black Slime Elemental and a Cultist Ghost! Target the Elemental first and hose it down with slime. Expose its weak spots, then yank it apart piece by piece. While you do that, the Cultists will dash around the room, attempting to slime you. Stay ahead of it and shake of the slime if it gets you.

After destroying the Black Slime Elemental, turn on the Cultist and put him away quickly. Once the room is clear, the doors unlock. Slime the large dial in the room's center and pick it up with your Capture Stream.



Ray's Occult Art Show

Score! Yet another Art page in plain sight at the corner of the room. Grab it before you leave, junior!




Take the dial back to the machine and set it in place. Wait for the symbols to match, then freeze it with your Stasis Stream to finish emptying the trenches of Black Slime. With the Black Slime gone, follow the walkway out to a short set of steps that lead into the trenches. Follow them out to the large, wide-open square.

On one side of the square is a flight of steps leading out of the catacombs. Before you can take the steps up, though, a group of Cultists seals the way out and attacks!



Ray's Occult Art Show

There are two more Art pages in the empty trenches! The first is behind a gate just as you enter the square. Swoop around the left and behind the gate to grab it. The other one is in a niche in the far-right side of the square.



Neutralize the Cultists' Black Slime as they approach with a few Slime Mines. Use the wide-open square to your advantage by circling the ghosts and blasting them with your Blast Stream. Trap all four Cultists to remove the seal, then go up the steps into the Slime Labs.

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THROUGH THE GOOD SLIMES AND THE BAD

Mission Details

Ghost Scans	Art Pages
1	6



The Slime Labs are lined with tanks and pipes full of differently colored slime. Even though it looks kid-friendly, it is anything but! Trap the Cultist Ghost in the first room, then go through the newly opened door at the opposite side of the room. The other Ghostbusters are nearby, and you're their only hope. So get to it!

Follow the hall out of the small room and directly into a nest of Black Slime Scuttlers! Hose the creeps down then pop them with a few Boson Darts.





Ray's Occult Art Show

Not so fast, cadet! There's an Art page in this hallway. Make a left to inspect the Scuttlers' nest and neutralize the Black Slime in the little niche. Destroy the locker on the left and reveal a new Art page!

Follow the hall to its end to find Peter in a large room. He's locked up with several Spirit Locks and guarded by Cultists! Slime the Cultists with a few Slime Mines and then disperse their PKE. Slam them around the room a bit, then trap them to release Peter.





Ray's Occult Art Show

If you haven't already thrashed the room, bust open the locker in the right corner, near a locked gate. There's an Art page inside. Nab it, then book it up the stairs to find another Art page inside the lockers on the top walkway.







With Peter by your side, you can set out and search for the rest of the Ghostbusters. Rush up the stairs on the right, and follow the catwalk to the right. There are two other doors on the left side of the walkway, but they're both sealed, so ignore them for now. Enter the hall on the left and walk into a small control room. Trap the lone Cultist there, then go through the door at the far end of the room.

Cross the hall into a large prison-like room. Winston is trapped inside one of the cells! Go down the stairs into the main room and take on his Cultist captor. It's no different than any other Cultists, so take it down quickly and free Zed! Unfortunately, before you can climb the steps back up to the exit, the door shuts and a small army of Black Slime Scuttlers attacks, led by a lone Cultist. Draw the creepers to you and pop them all with your Slime Stream. Disperse the little cretins, then help the other Ghostbusters bust the Cultist.



Ray's Occult Art Show

Hey, now that the Black Slime Scuttlers have opened the other cell doors, stop and check them for Art! My money is on the cell in the far-left corner of the room. Grab the Art page, then get out of there!





Backtrack out to the room where you saved Peter and make a beeline to the door in the far-left side of the walkway. When you rescued Winston, you also broke the door's seal. Rush inside and fight past the Black Slime Scuttlers in the hall, then enter a large empty room. Stay near the top of the stairs and disperse a few more critters. Once they're all gone, equip your PKE Goggles to see the invisible platforms floating near the top floor's ledge.

You can't set foot on the platforms yet, as the first one is sealed away, so go down the stairs and pick a fight! Neutralize the Black Slime on the ground. Then turn the slime torrent on the Cultists in the room. Put them away to remove the seal on the invisible platforms, then go back upstairs and reequip your Goggles.

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GHOSTBUSTERS™ THE VIDEO GAME



With your Goggles equipped, carefully step out on the invisible platforms and follow them across the room. Stop only to neutralize the Black Slime on the floor, and make it all the way across the room to the other door.

Stop at the entryway to the next hall and wait for more Black Slime Scuttlers to come pouring out. As they do, douse them in slime, then pop them with Boson Darts. Go through the hall and enter another large room with several slime tanks.





Ray's Occult Art Show

One more for the collection, straight ahead! As soon as you enter the large room, make a left and destroy the crates in the corner. Grab the Art page and then get back to it!





At the center of the large room, just beneath the walkway, is Egon, trapped inside of a large containment tank! Dash down the stairs and take the fight to Egon's two captors. Take the pair of Cultists down and release Egon from his prison. With your group now four 'Busters strong, you're back at full strength!

Go back up the stairs and make a left at the top. Walk into the hall on the left and neutralize the Black Slime as you go. Follow the hall to a small room where the Scuttler Queen is spawning more little pests!





The Queen is invulnerable while she's surrounded by Black Slime, so leave your partners to handle her spawn while you turn your attention to the Black Slime covering the walls and the floor. Circle the room and fire Slime Mines at the Black Slime puddles all over the room. As the Black Slime disappears, the Queen becomes increasingly vulnerable.

Once the room is completely clean of all Black Slime, turn on the Queen and get to blasting! Drain her PKE with your Blast Stream, and occasionally hit her with a Boson Dart. Strafe left and right to avoid her projectile attacks and stop occasionally to fend off a Black Slime Scuttler or two. If you need to take a breather to regain health, back up into the hallway away from harm. When your health is back to full, rush into the room and dethrone the Scuttler Queen!



The Scuttler Queen's fall unlocks a door in the room where you rescued Peter. Exit the room via the door behind the Queen and make a left down the catwalk. Enter the door on the left to the next room.





Upon entering, a pair of Cultists swoops down. They animate a Slime Lab Elemental! While the Slime Lab Elemental is active, the Cultists are near invincible. Ignore them and focus on the hulking slime Conglomerate. Drench the beast in slime with your Slime Blower the quickly switch to your Blast Stream. Engage the Capture Stream and wrangle it apart!

If the Slime Lab Elemental regenerates Black Slime, neutralize it again and wrangle another piece off its body. Continue picking it apart like this until you completely destroy it. When you do, turn on the Cultists and take them down.



Ray's Occult Art Show

Hey cadet, before leaving this room, go upstairs and destroy the table at the center of the walkway. There's the final Art page in the Slime Labs!

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Go through the door on the far wall and enter another small room. Upon entering Shandor's not-so-humble abode you inspect the painting hanging on the far wall. It's Illysa! Only, it's *not* Illysa! It's Mama Shandor!



Clearly the dearly adopted Dr. Selwyn is Shandor's long-lost relative. Figures. No woman who sparks Venkman's interests can be 100 percent normal. No matter, the mission must continue! Make a left and take the door to the Orrery room.

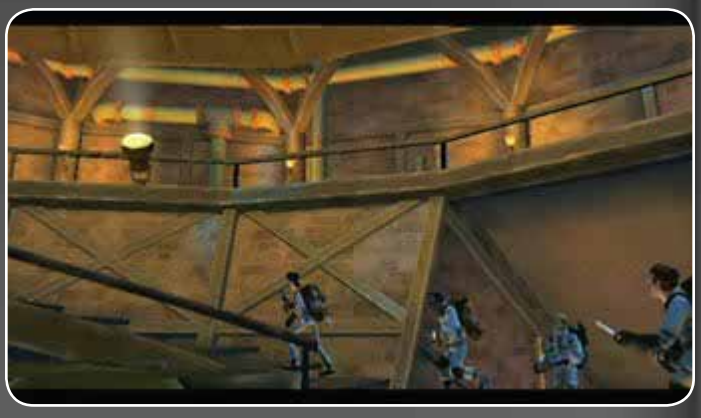
GHOSTBUSTER GAB

Poor Venkman. Every time he has eyes for a girl, she turns out to be the perfect vessel for a long-deceased, certified nutjob. The client he fell for during our first ghostbusting job was Dana Barrett, who was later possessed by Gozer's gatekeeper, Zuul.



MULTIDIMENSIONAL FIXER-UPPER

Mission Details	
Ghost Scans	Art Pages
1	1



Walk into the next large chamber to find an Orrery! This large contraption is made of several orbs spinning around, trying to align multiple dimensions. If this is all a part of Shandor's plan, you must put a stop to it! To do that, though, you must power the Orrery machine first!



Ray's Occult Art Show

Hmm. It looks like there is only one Art page in this room. Go up the stairs and destroy the crate near the wall to find it.





Explore the lower level of the Orrery and follow your PKE Meter down a short flight of steps and into a large room with a bridge made of cogs' teeth. Cross the cog bridge and venture into a small room with a Mandala on the wall. When the electrified Cultist wafts out of the Mandala, use the Capture Stream to pick up one of the nearby batteries. Slam it into the ghost and steal its thunder!

Trap the ghost quickly, then shove the charged battery into one of the three slots in the generator nearby. Do this with all three batteries and ghosts to make the generator spring to life, powering up the machine in the other room.

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GHOSTBUSTERS™ THE VIDEO GAME



Turn around and head back to the cog bridge. This time, all of the cogs are spinning! Equip your Stasis Stream and freeze the cogs in place so that their teeth form the bridge.



After making some calculations, I've determined that the best position for you to be in to freeze the cog teeth is to face opposite the way that they're heading. Confused? It's OK. Let me explain. If the cog is spinning from left to right, back up against the right and face left. As the cog spins toward you, freeze it in place, then step onto it. The next cog should then be spinning from right to left, so back up to the left and face right. If you face the cogs head-on, you won't have enough time to freeze the cog teeth as they approach and you will end up blocking your own path.





Back in the main Orrery room, the machine has stopped spinning! When you froze the cogs, you also broke the machine! The Orrery explodes in a dazzling display of PK energy and the area at the center of the room pools with Black Slime. Before you know it, a Black Slime Behemoth springs out from the center of the pool! Quickly equip your PKE Goggles and scan the beast.

The Goggles reveal three glowing green nodes on the beast's tentacles; these are its weak spots! Switch to your Slime Blower and charge up a Slime Mine. Hurl the device at one of the beast's weak spots and inflict some damage.



Circle around the pool and pepper the Behemoth with more Slime Mines, hitting only its weak spots. If he hurls Black Slime Vomit at you, either run out of the way, or neutralize it quickly to keep it from spawning Black Slime Scuttlers.



If any Scuttlers creep out of the slime, deal with them quickly before returning to the Black Slime Behemoth fight. Stay light on your feet as you circle around the beast and disperse its PKE with Slime Mines!





When you've destroyed all three of the Behemoth's weak spots, it melts back into the Black Slime pool and the island starts to sink back into the depths of the Hudson!

As Shandor's island sinks, you dash back to Stantz at the docks and hop on the Marine Ecto-8! Stantz cuts across the river, narrowly outrunning the suction created by the sinking island. Back to the firehouse!



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CENTRAL PARK CEMETERY





So far, you've been able to take on everything that Shandor has thrown at you. But when you return to the firehouse from your island adventure, you learn he's thrown you a real curveball! Janine is frantic as she scrambles around the office; the containment grid is a smoking mess! According to Janine, she remembers being in the office when someone snuck up behind her and knocked her out!

When she woke up, her mysterious assailants had kidnapped Dr. Selwyn—or is it Dr. Shandor?—and freed every ghost in the containment grid. That means every ghost, demon, or paradimensional creature the Ghostbusters *have ever captured* has been released! While the team contemplates their next move, a television broadcast reports a major disturbance in Central Park. Looks like the ghosts found a new home. When you're ready to go evict them, walk up to the Ecto-1 and begin your final mission.

TRAILS IN THE CRYPT

Art Page



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GHOSTBUSTERS™ THE VIDEO GAME

GHOSTS ENCOUNTERED



Name: Flaming Skulls

Category: Class 4 Psychokinetic Manipulation Event

Abilities: Flying Ram

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but also to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Ray's Tips: Don't lose your nerve; these aren't nearly as bad as they look. Use the Shock Blast to blast them out of the sky with ease.



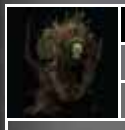
Name: Gargoyles

Category: Class 6 Psychokinetic Animation Event

Abilities: Melee Attack, Spectral Fireball, Stoneskin

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Ray's Tips: Their stone skin resists many ghostbusting devices, including most of the experimental gear you're trying out. Liberal application of the Boson Dart is the best way to reduce these to rubble.



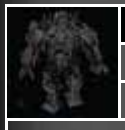
Name: Gozerian Servitor

Category: Class 7 Intruder

Abilities: Melee Attack, Earthbreaker, Summon Minions, Empower Minions, Stoneskin, Bone Shield

Tobin's Summary: Gozer was known to enslave denizens from other planes to do his bidding and aid in his conquests. These creatures feel no loyalty toward the Gozerian, but fight fiercely for him knowing that victory will mean their pact is dissolved and they can return from where they came. Many of these servitors defy subcategorization simply because they come from such a distant realm that I have no basis for classification of them.

Ray's Tips: What would your typical malevolent near-godlike entity be without extradimensional bodyguards? One thing all such guardians have in common is lots of power and the ability to withstand tremendous amounts of punishment. Keep your distance as best you can, and rely heavily on the Boson Dart: Most other equipment won't so much as scorch the stone this fella's made from. He can protect himself even further by summoning a bone shield from the defeated minions' parts: Render the shield ineffective by wrangling and launching the chunks away.



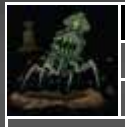
Name: Grave Golem

Category: Class 7 Inorganic Physical Conglomerate

Abilities: Melee Attack, Long Arm Attack, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: The combination of stone skin and high Class of psychokinetic energy is never a good one. Use Boson Darts to break through to the weak points. Once they're exposed, slam them off to break his aura and reduce him to rubble.



Name: Grave Scuttlers

Category: Class 6 Psychokinetic Transformation Event

Abilities: Bite Charge-Up, Vengeful Explosion, Stoneskin

Tobin's Summary: On certain occasions, spiritual energy not only inhabits inanimate objects but grants it anthropomorphic qualities like eyes and mouths where there were none before. This usually occurs in objects that already have a high spiritual charge to them, allowing the ghosts to exert less energy on motility and more on modification of the vessel itself.

Ray's Tips: Careful with these, kid! If they manage to bite you, they'll use the life force they steal to explode when you blast them. Use the Stasis Beam to hold them back, then break through their stony hide with Boson Darts.



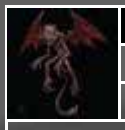
Name: Gravedigger Ghosts

Category: Class 6 Full Torso Manifestation

Abilities: Slime, Melee Attack, Rage-Fueled Black Slime Orb

Tobin's Summary: It is an ironic twist of fate that gravediggers more often than not come to haunt the very grounds that they once tended. I believe it has something to do with psychoresonant ties that the poor souls build with an area that's usually highly charged with psychokinetic energy. This coupled with the large numbers of these people who were solitary in life is almost a recipe for a restless soul in the afterlife.

Ray's Tips: Be careful with these, champ. If they lay a hand on you they get even nastier than they already are. The Blast Stream will handle these, but you'd better be a pro with it.



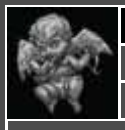
Name: Imp Demons

Category: Class 6 Demonic Manifestation

Abilities: Melee Attack, Fireball, Berserk Frenzy, Enraged Charge

Tobin's Summary: There are certain paranormal beings I've come across that are not manifestations at all. In fact, these creatures seemed to be flesh and bone, having walked through some portal leading from their parallel plane of existence to ours, veritable demons on earth. This is usually the result of some sort of summoning, and as such these beasts are extremely hard to get rid of. What little damage I have seen dealt to one seemed to simply anger the thing, altering its demeanor to an even more terrifying state.

Ray's Tips: One of the most common true demonic manifestations is the imp. The fireballs they throw will overheat a Proton Pack instantly on contact, but the furious charges they perform when injured are even worse. Try Stasis Streaming them, then getting up very close and using the Shock Blast to take them out in one shot.



Name: Stone Cherubs

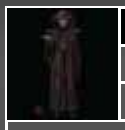
Category: Class 6 Psychokinetic Animation Event

Abilities: Accursed Beam, Stoneskin

Tobin's Summary: More powerful spectral manifestations have the ability not only to levitate objects, but to imbue them with a temporary sense of life. This is usually done to effigies and statues with discernible body parts, but more exotic variants have occurred based on the proclivities of the animator. These creations are usually easy to disrupt and are only a serious threat in large quantities.

Ray's Tips: There's nothing heavenly about these. The Boson Dart would usually be your best bet against stone-skinned creatures, but you'll need great aim to get these that way. Use whatever you are most accurate with.

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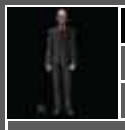
Name: Shandor, Ascendant

Category: Class 7 Demigod

Abilities: Armored Mask, Black Slime Coating, Ethereal Shield, Eye Beam

Tobin's Summary: Certain beings, through pacts, ingenuity, and questionable morals, can climb the spiritual ranks in the afterlife. I'm certain there's an ecosystem of some sort in the ethereal realm, requiring spectres to feed on the energy of others in some fashion in order to grow in power. Any being that has risen to Demigod status of their own volition is likely a fearsome sight to behold.

Ray's Tips: Beings on the verge of godhood have access to incredible powers, and Ivo is no exception. The mask protecting him is your main problem here: Normally, you can blast it to expose the focal points and then slam it to pieces, but occasionally he coats it in Black Slime; you'll need the Slime Blower or Slime Mines for dealing with that. Once the mask is down, give him everything you've got, but try to avoiding burning up your pack on his shield if he manages to fling it up for a second or two. Honestly, rook, I don't even know if all of this will be enough. We may have to try the Gozer gambit again....



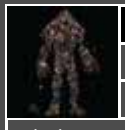
Name: Shandor, Gozerian Sorcerer

Category: Class 7 Liche

Abilities: Mirror Image, Ethereal Shield, Earthcracker, Tri-Beam

Tobin's Summary: Gozer had a loyal cadre of followers in his height of power sometime around 4000 B.C. During that time various cults arose to worship him and, in a short time, developed their own hierarchy and system of ritual magic. One of the higher ranks was that of the Sorcerer. This individual was entrusted with the ritual to summon Gozer back to the material world as well as with the organization and execution of rituals involving 20 or more people. There are records of many Gozerian sorcerers going power mad and disappearing shortly thereafter.

Ray's Tips: This is it, rookie, so look sharp! There's nothing we can do but take cover when he's split up and shielded; wait until he tires out and is forced to merge back to normal, then freeze him with the Stasis Beam so we can blast him.



Name: Stone Elementals

Category: Class 6 Inorganic Physical Conglomerate

Abilities: Melee Attack, Stone Throw, Stoneskin

Tobin's Summary: I've come to call a certain phenomenon the "conglomerate effect." This is when several smaller, seemingly mindless animated entities come together and generate a collective intelligence and form a larger body composed of the smaller parts working in tandem. Most of these conglomerates have focal points that act as a central nervous system as well as a weak point. I feel that if one were to disrupt these points, the being would be forced to disperse.

Ray's Tips: These guys are tough! Most equipment won't do much to their stony form: Use the Stasis Beam to pin them down, then launch a few Boson Darts to expose their weak points. Wrangle and slam those loose, and these walls will fall.



NO REST ...

Mission Details

Ghost Scans	Art Pages
6	7



You arrive at Central Park to find it has been transmogrified into a terrible cemetery! A river of spirits pours into the park, where a large, glowing tower rises from the ground. The front gates keep you locked out. The job is too big for regular traps, so you're going to require the help of the Ecto-1's Super Slammer. But with the gates locked, there's no way to get the Ecto-1 inside the cemetery. It's up to you to sneak in and find a way to unlock the gate.





After hopping over the fence, make a right and locate a small collection of graves. If you look at them through your Goggles, you'll see that they can be manipulated. Slime the tombstones and then use your Capture Stream to slam them into the ground. When you slam a gravestone into the ground, a skeleton pops out of the grave and dances a little jig.

Watch the skeletons' dance routines carefully and find each skeleton's dance partner. If you awaken a skeleton with a different dance routine than the one before, both skeletons will sink back into the ground. Match the pairs of dancing bones until they're all too tuckered to continue tappin'.

You know, mathematically there is a high probability that the skeletons' pairings are as follows:

- The first in the front row (far left) is paired with the last in the front row (far right).
- The second from the left in the front row is paired with third from the left in the back row.
- The second from the left in the second row is paired with the last one in the second row, far right.
- The third from the left in the front row is paired with the first in the second row, far left.

Pull them down in any order you choose as long as they each find their dancing partner.

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GHOSTBUSTERS™ THE VIDEO GAME



When the final two dancing skeletons are paired, the gate to the cemetery opens, granting the rest of the Ghostbusters access.



Ray's Occult Art Show

Better start keeping an eye out for more Art pages. I have the feeling that this is our last stop as we fight off Shandor and his goons. Anyhow, look inside one of the tombstones in the corner of this area, just behind the dancing skeletons. There's an Art page to be found!





While you and the other 'Busters examine the area, a series of mysterious gates pop up out of the ground and separate you and Ray from the rest of the team! Walk into the next section of the cemetery and approach the lone gravestone at the far end of the burial site. Hose it down with slime, then grab it with the Capture Stream and slam it into the ground! It creates an opening leading into an underground tunnel.

Creep into the tunnel and chase after the Grave Scuttlers inside. Equip your Stasis Stream and open fire on the scampering little scuttlers. Once frozen, shatter them with your Shock Blaster.

Follow the tunnel to a large circular cavern with several boarded up niches. If you blast the niches open, you'll release several Grave Scuttlers. Instead, only break open the niche with the skull directly in front of it. Walk inside and take the tunnel back out into the graveyard.





Outside in the graveyard, the way out of the small enclosure is guarded by two Gargoyles. Lock on to the Gargoyles and hit them Boson Darts until they're nothing more than a pile of rocks.



Ray's Occult Art Show

There's another Art page in this area, youngblood. Destroy the tall tombstone in the corner of the burial site to find it.





Exit the enclosure via the passageway that was guarded by the Gargoyles. The passage leads to another section of the cemetery, where several Flaming Skulls attack! Use your Shock Blast or Boson Darts to disperse them, then continue to the end of the gated area. The entry to the next burial site is locked with three Spirit Locks and the area around you suddenly clears out as three Gravedigger Ghosts rise up from out of the ground and dash to separate parts of the graveyard.

Equip your PKE Goggles and turn around. The area is full of Ghost Snares! Turn around and follow the faint ghost trail right. As you go, the ground explodes as several fences rise out of the earth, guiding you along your path. There's only one way to go, and that's to follow the trail and avoid the fences. Follow the trail into a small section of the graveyard on the right.





At the trail's end are a group of Imp Demons and a key-carrying Graveyard Ghost! Use your Stasis Stream to freeze the demons, then blow them apart with a close-range Shock Blast. Leave the Graveyard Ghost for last.

Trap the ghost to unlock one of the Spirit Locks, then backtrack out of the area to the main Ghost Snare minefield.



Make a left as you enter the minefield and follow the next spectral trail to the next section of the cemetery. More gates erupt around you as you go, just follow the trail and keep the sprouting gates at your side until you reach the entrance. If more Flaming Skulls or Grave Scuttlers rise from the grave, blast through them and bully your way into the next small enclosure.

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The next Gravedigger Ghost is guarded by Grave Scuttlers. Disperse them, then go after ghostly gravedigger to unlock the second Spirit Lock. Exit the small area and backtrack out. Make a left at exit and, once again, follow the spectral trail around the rising maze to the third and final Gravedigger.

This time, take out the Gravedigger Ghost's Gargoyle bodyguards first. Disperse the Gargoyles with a few Shock Blasts, then turn on the final gravedigging specter to loosen the Spirit Lock. Follow the trail through the gate maze and pass through the once-locked doorway into a large grave site guarded by a Gozerian Servitor!



Leave Gozer's lieutenant to Ray while you run off and destroy his little Grave Scuttler buddies. After destroying the critters, turn your attention to the Gozerian Servitor. Keep your distance and hit him with a volley of Boson Darts! Stick with the Boson Darts; other devices won't even scratch him. When the servitor reaches into the ground to gather remnants for his shield, wrangle his hands and slam them downward to loosen him up.




Follow that up with another volley of Boson Darts to disperse more of his PK energy, then run away to get more distance from the creature. If Ray takes too much damage, help him up immediately and then run away again. Scamper around the graveyard to stay away from the Grave Scuttlers and the servitor, then resume your attack once you've cleared the area of all scampering pests.

When the Gozerian Servitor finally goes down, the path at the end of the graveyard is open.



Ray's Occult Art Show

Don't leave this area without grabbing the Art page in the gravestone along the near wall. It's directly across from where you entered, just to the right.




Take the winding walkway down to a long corridor. Follow it left past rows of Stone Cherubs and find a large boulder propped up by a coffin at its end. Slime the coffin and then yank it loose with your Capture Stream to send the boulder rolling down the long corridor to smash into a wall at the far end.

When you do this, the Stone Cherubs take notice...and they don't take kindly to your intrusion. As soon as the boulder breaks through the far wall, the Cherub rocks come to life and attack with their Accursed Beams!



Ray's Occult Art Show

Look! There's another Art page behind the boulder! Better still, there's another Art page hidden inside one of the lanterns along the wall. Bust them up to find the little masterpiece. As soon as you've got both of them, get back to work!



Lock on to the Stone Cherubs and obliterate them with Boson Darts. Concentrate on the pudgy cherubs as you fight your way back down the corridor. Stop only to destroy the Imp Demons that occasionally attack. If the Stone Cherubs prove to be too troublesome, freeze the Imp Demons with your Stasis Stream and focus solely on the creepy cupid clones.



The Stasis Stream has been calibrated to be extremely efficient. You can use it to immobilize hyperanimated enemies like the Stone Cherubs then destroy them with a Boson Dart while they float in place.

When you reach the end of the corridor, you're reunited with the rest of the Ghostbusters.



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GHOSTBUSTERS™ THE VIDEO GAME

AT SHANDOR'S DOOR

Mission Details

Ghost Scans	Art Pages
2	3





You finally reach the door to Shandor's mausoleum, but the door is missing. Equip your PKE Goggles and follow a spectral trail left, away from the door and down the side of the large necropolis. The trail leads down a long corridor guarded by a small pack of Grave Scuttlers. Blow them away as you pass them by and enter the large circular courtyard at the end of the corridor.

The courtyard is guarded by three Stone Elementals. These tough brutes are hard hitters on their own, but they've also got some Gargoyle company! Sprint away from the Stone Elementals and draw the Gargoyles to you. Take it to the flying fiends with Boson Darts and the Blast Stream until you've destroyed all of the Gargoyles.



With the Gargoyles out of your hair, rejoin the other Ghostbusters and help them with the Stone Elementals. Begin by zapping the stone freaks with the Stasis Stream to slow them down. While they're slowed, hit them with a few Boson Darts to expose their weak parts, then wrangle them apart piece by piece.



Ray's Occult Art Show

Hey, champ. There's one more Art page near the rear of the courtyard here. Destroy the bench to retrieve it.





When all of the Stone Elementals are destroyed, use the Capture Stream to grab the large slab of stone at the center of the courtyard. The slab is one of the four pieces of Shandor's door. Carry it back to the doorway and hurl it into place.

Once it's in place, turn around and locate the other stone slab directly in front of the doorway. Slime it, then pick it up with the Capture Stream. When you do, a group of Cultists emerges from out of the ground. They're no more difficult than the other dozens you've exorcised, so dispatch of them quickly. Then hurl the second piece of door into place.







After placing the second door piece, re-equip your Goggles and follow the next spectral trail left, away from the door. This time the trail leads to a large crypt area with a gated area at the center. At the four corners of the crypt are statues with their arms held outstretched. Slime the four statues and then equip your Capture Stream.

Use the Capture Stream to turn the statues so that they all face inside, toward the gates at the center. After you set them all in place, the gates at the center drop and reveal the third piece of the door. Slime it, then grab it with the Capture Stream to lug it back toward the door. Set the third piece of door into its slot, then return to the path you just came from to find the fourth piece of the door. Pass by the entrance to the area with the four statues and follow the corridor to the rear of the necropolis.



Ray's Occult Art Show

Hey, look! There's one more Art page just left of the entrance to the fourth area! Grab it before you enter the area with the fourth door piece.

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The fourth piece of the door is not so easy to get. Enter the final crypt area to find three Gravedigger Ghosts! Though they're not particularly difficult to bring down, the ghosts donning pinstripe suits are the most bothersome. They'll rush you and whack you with their shovels while you try to wrangle one of their buddies. Take the dapper ones out first, then eliminate the third ghost wearing overalls. If these gravedigging guys are too quick for you, freeze them with your Stasis Stream, then take them down while their buddies are frozen.

Unfortunately, eliminating the three Gravediggers prompts the Imp Demons to join the fight. They swarm out from the surrounding mausoleums! Immobilize the pests and then shatter them with Boson Darts. Demolish the first Imp Demons, and another batch rises, this time with a Grave Golem that's toting the door slab on its back! Back up to the edge of the crypt area and target the Imp Demons. If the Golem gets close, slow it down with a Stasis shot, then run away while you continue to work on the Imp Demons.



Circle around the crypt, dashing Imp Demons as you go until only the Grave Golem remains. Target the Golem and blast it with Boson Darts. After a few direct hits, its weak spots will be exposed! Wrangle them apart one by one until only the stone slab remains.



Ray's Occult Art Show

Don't leave without grabbing the Art page hidden inside one of the grave markers here. Blow them apart to find it.

Take the final piece of the door and set it into place.



KNOCK! KNOCK!

Mission Details

Ghost Scans	Art Pages
1	1





Enter the Mausoleum to find Illysa tied up...along with Walter Peck! As it turns out, it wasn't Peck who was behind everything, but rather his boss, the Mayor! It's just like a two-faced politician to be in office while possessed by an ancient evil, hell-bent on ruling the world! The spirit of Ivo Shandor—the architect of all your otherworldly troubles—has been inhabiting the Mayor all along!

As he explains, Shandor gave up on Gozer when you first defeated him...her... whatever. So he decided to take matters into his own hands. The team opens fire on the Mayor and hoses the spirit of Shandor out of his body!







When the Spirit of Shandor begins to float at the center of the room, it splits into four! Ignore him—all of him— altogether and instead take cover behind the large beams around the room. All four Shandors will be surrounded in a glowing, pink, protective bubble, and while you can fire at them, they'll simply shrug it off. Leave the Ghost-busters to distract Shandor while you circle the room and wait for your opportunity. Keep your Stasis Stream ready!

As soon as he begins to weaken, he'll reassemble at the center of the room and attempt to recharge his shield, Rush out of your cover and blast him with your Stasis

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GHOSTBUSTERS™ THE VIDEO GAME

Stream. This slows his charge and grants you precious more seconds to weaken his PKE. While he's glowing from your Stasis Shot, switch to Boson Darts and let him have it!



Retreat back behind the pillars to avoid Shandor's attacks and wait for him as he floats around the room again in his protective, pink bubble. When he floats back into the middle, rush out again and blast him! Do this repeatedly until Shandor's shield is unable to regenerate.



Ray's Occult Art Show

Heads up, kiddo! There's an Art page behind one of the pillars. Grab it while scrambling for cover. Don't worry about us, we'll be just fine while you cower...er, while you grab the Art.





As soon as Shandor is unprotected, switch to your Capture Stream and grab him. Carefully maneuver him over the portal on the ground and send him back into his own realm!

You grab him with all five of your Capture Streams and struggle to wrangle him away from his cross-dimensional portal. Shandor is too strong, however, and not only succeeds in escaping, but also pulls all five of you with him!



SHANDOR VS. GHOSTBUSTERS, ROUND 2!

Mission Details

Ghost Scans	Art Pages
1	1



The portal transports you into Shandor's realm and you're at the base of a long flight of steps leading to Shandor himself!



Ray's Occult Art Show

About-face, soldier! No, really; this time turn around completely to find the final Art page!



Back in his realm, Shandor takes on his Ascendant form. Here, he's the Architect and makes all the rules! He rises into the air and surrounds himself in a giant mask of stone covered in Black Slime. Rush up to the mad genius and hit him with Boson Darts to make his mask vulnerable. After weakening it, switch to your Blast Stream and blast away.

Slowly chip away at the mask's PK energy with Boson Darts and your Blast Stream until you can wrangle the mask apart. Stay out of the reach of Shandor's laser beams and dismantle his protective mask until only Shandor remains.

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Lock on to the unprotected sorcerer and force feed him several Boson Darts. Once he's had enough, he'll regenerate a protective mask. This time, however, he'll also materialize floating hands!







You can't destroy his hands, so don't bother firing at them. Instead, weaken the mask, then wrangle it apart like you did before. When his hand swoops overhead, stop firing and run out of range. Otherwise, it'll slam down and squash you. As long as you move left and right while staying out of reach of his laser beams and hands, this should be no different than the previous phase of battle.

Remove every piece of the mask to expose Shandor, then blast him directly with Boson Darts. The third phase is similar to the second, except that he surrounds his mask with Black Slime. Neutralize the slime before weakening it and taking it apart a third time. Slowly wrangle the mask apart, stopping only to neutralize the Black Slime when it regenerates. Then blast Shandor again when he's unprotected.





During Shandor's final phase, he generates two small obelisks to float at his sides and provide an extra layer of protection around his mask. Before you can wrangle it apart again, you must destroy the obelisks. Switch to your Stasis Stream and fire it at the obelisks. When they start to glow like they're frozen, hit them with a Shock Blast to destroy them! With the obelisks gone, you are free to dismantle Shandor's mask one more time.

Blast Shandor again while he's unprotected. This time, Shandor goes down hard. You cross all five beams this time and hit the overachieving architect with a proton pulse that destroys the beast and sends the entire team flying back into your own realm!



Back in your world everything goes back to normal. Venkman finally gets the girl. Peck is free to be his bothersome self. And the Mayor is no longer possessed...but is still in office. Even Slimer is back to being Slimer. As Shandor's Mausoleum sinks back into the ground, the flying tub of green goo zips through Illysa just as Venkman dodges the slime attack. Yup, things are definitely back to normal.



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SUPPLEMENTAL DATA: THE CONTAINMENT GRID

We are paranormal investigators, rookie. So by definition we live to explain the unexplainable. In the following section we detail every unlockable, locate every Art page, and reveal the location of all scannable entries for *Tobin's Spirit Guide*. In other words, we reveal and explain things that remain hidden underneath the veil of normalcy. OK, that was a little bit dramatic. Suffice it to say that the following pages will explain everything you need to know to get the most out of your experience as a Ghostbuster.

TOBIN ART PAGES AND SCAN LOCATIONS

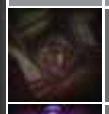
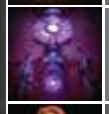
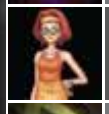
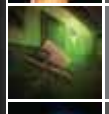
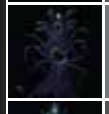
Scattered throughout New York City and the netherworld—no, not New Jersey—are several Art pages. Collect them to complete the entries to *Tobin's Spirit Guide* and add them to Ray's collection of occult art. You never know. The data collected from these files might open up new fields of study in paranormal science…or they might just be fun to have around the firehouse.

Once again, I've saved you from Egon's modified Dewey Decimal System. I swear that guy probably organizes his underwear drawer with it, too. Anyhow, for your benefit, I've convinced Egon to list the Art pages and scan locations in alphabetical order.

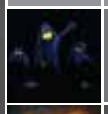
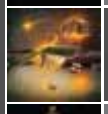
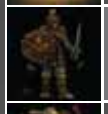
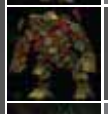
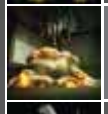
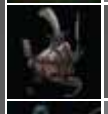
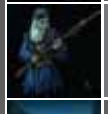
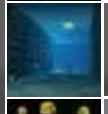
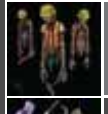
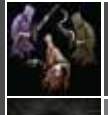
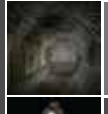
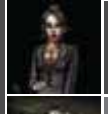
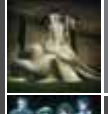
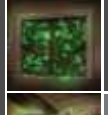
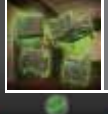


UNLOCKABLES

Unlockable	How to Unlock
Gozerian Rookie Outfit (Immune to Sliming)	Clear the last level on Gozerian difficulty.
Faster Health Recovery	Collect 50% of the missing Art pages.
Increased Scan Speed	Collect 50% of the scan data.
No Equipment Overheat	Collect 100% of the scan data.
Equipment Strength Upgrade	Collect 100% of the missing Art pages.
Invulnerability	Collect 100% of the Art pages and scan data and finish the game.

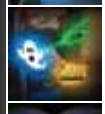
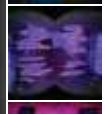
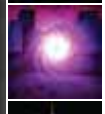
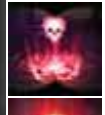
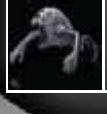
Entity/ Phenomenon	Name	Art Page Level	Art Page Hint	Scan Level	First Scan Hint
	13th Floor Effect	Hotel Sedgewick (second visit), during "The Mysterious 13th Floor" section	In a hallway to your right, just as the level begins.	None	Given to all new profiles.
	The Abyss	NYC Public Library, during "Welcome to the Gozerian Public Library" section	Bookshelf in the left alcove of the area at the bottom of the very long staircase.	None	Given to all new profiles.
	Allies	Firehouse (after Times Square)	In the firehouse basement entryway.	None	Given to all new profiles.
	Animated Objects	Hotel Sedgewick (first visit), during the "Old Habits Die Hard…" section	Twelfth floor hallway, just after forcing Slimer out of his table.	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	In the main hallway while chasing the Sous Chef.
	Azetlor, The Collector	NYC Public Library, during "Welcome to the Gozerian Public Library" section	Hidden inside a bookshelf in the Azetlor boss encounter arena.	NYC Public Library, during the "Welcome to the Gozerian Public Library" section	Azetlor boss encounter arena.
	Black Slime Behemoth	Shandor's Island, during the "Multidimensional Fixer-Upper" section	Hidden in a crate in the main Orrery chamber.	Shandor's Island, during the "Multidimensional Fixer-Upper" section	Main Orrery chamber; Black Slime Behemoth encounter.
	Black Slime Elementals	Shandor's Island, during the "Shandor's Island" section	In the final encounter area after draining the slime completely.	Shandor's Island, during the "Shandor's Island" section	Just before the second (gold) slime pump room.
	Black Slime Floaters	Museum, during the "Stumbling Along the Trail…" section	Hidden in a dark crystal just after the Civil War exhibit.	Museum, during the "Show Time" section	Just after the Possessor encounter at the main exhibit.
	Black Slime Scuttlers	Shandor's Island, during the "Shandor's Island" section	Hidden in a drainage grate next to where the first platform puzzle begins.	Shandor's Island, during the "Shandor's Island" section	Just after the first Black Slime Spawn horde encounter.

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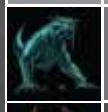
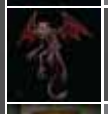
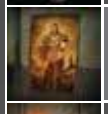
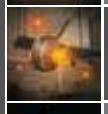
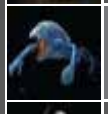
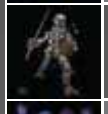
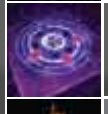
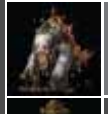
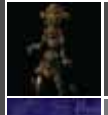
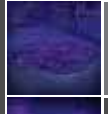
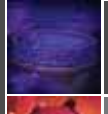
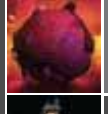
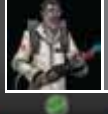
Entity/ Phenomenon	Name	Art Page Level	Art Page Hint	Scan Level	First Scan Hint
	Black Slime Spawn	Shandor's Island, during the "Shandor's Island" section	Hidden in a crate in the dead end hallway just after the first Black Slime Spawn horde.	Shandor's Island, during the "Shandor's Island" section	Just after the first room of the level.
	Book Bats	NYC Public Library, during the "Hardcover Ghost Stories" section	Hidden in a bookshelf on the second-floor balcony above the main reading room.	NYC Public Library, during the "Hardcover Ghost Stories" section	Main reading room.
	Book Centurions	NYC Public Library, during the "Ghoul of Your Dreams..." section	Hidden inside a grandfather clock near where you attempt to scan the Gray Lady.	NYC Public Library, during the "Ghoul of Your Dreams..." section	Just after the level begins.
	Book Golem	NYC Public Library, during the "Ghoul of Your Dreams..." section	Hidden inside a small stack of books in the Book Golem encounter arena.	NYC Public Library, during the "Ghoul of Your Dreams..." section	In the Book Golem encounter arena.
	Charged Destructor Manifestation Residue	Times Square, during the "One S'More Time" section	Inside a molten-looking marshmallow pile just after the Spirit Lock encounter.	Times Square, during the "One S'More Time" section	In the main hallway just after the Spirit Lock encounter.
	Chef Sargossa	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	In the kitchen, hidden inside an object to the left of the oven.	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	In the kitchen area.
	Civil War Ghosts	Museum, during the "Stumbling Along the Trail..." section	Hidden in a uniform display case just before the Civil War exhibit.	Museum, during the "Stumbling Along the Trail..." section	Civil War exhibit.
	Cold Spots	NYC Public Library, during the "Get Her!" section	In the bookshelf maze.	None	Given to all new profiles.
	Construction Ghosts	Times Square, during the "Goin' Up!" section	In the bathroom after the first arcade machine encounter.	Times Square, during the "One S'More Time" section	During the Spirit Lock encounter, just after the Boson Darts are unlocked.
	Cultist Ghosts	Shandor's Island, during the "Shandor's Island" section	In the final encounter area after draining the slime completely.	Shandor's Island, during the "Shandor's Island" section	Room you begin the level in.
	De-Ionized Ectoplasmic Secretions	Hotel Sedgewick (second visit), during the "This Place Is Dead..." section	Hidden in a spider web between the kitchen and the ballroom.	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Right in front of you when the level begins.
	The Destined	Times Square, during the "Downtown. Showdown. Meltdown." section	Opposite side of the raised building you start next to.	Times Square, during the "Top Floor: Hauntings, Demons..." section	When Stay Puft attacks through a broken wall on the side of the building.
	Destructor Manifestation Residue	Times Square, during the "One S'More Time" section	Inside a plain looking marshmallow pile, just after Boson Darts are unlocked.	Times Square, during the "One S'More Time" section	Just after Boson Darts are unlocked.
	Docile Echoes	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Hidden in a table in the lower part of the hotel's main lobby.	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Main hotel lobby area.
	Ectoplasmic Debilitation	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	Hotel lobby, hidden in an object in the lower waiting area.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Second visit to the hotel lobby: Allow one of the other Ghostbusters to get slimed and scan them.
	Ectoplasmic Material Bonding	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	Hidden in an object in the bar where you fight the Sous Chef.	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	Just outside the bar where you fight the Sous Chef.
	Ectoplasmic Residue	Shandor's Island, during the "Shandor's Island" section	In a corner of the missing pump wheel room.	Shandor's Island, during the "Shandor's Island" section	Small green slime tanks in the room you begin the level in.

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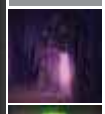
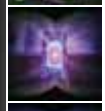
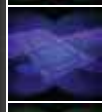
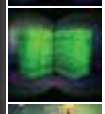
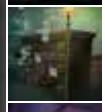
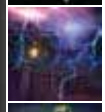
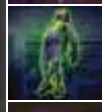
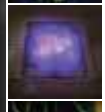
Entity/ Phenomenon	Name	Art Page Level	Art Page Hint	Scan Level	First Scan Hint
	Egyptian Manne-quins	Museum, during the "Stumbling Along the Trail..." section	Hidden inside an Egyptian statue in the hallway to the Egyptian section.	Museum, during the "Stumbling Along the Trail..." section	In the Egyptian exhibit.
	Electrokinetic Absorption Event	Times Square, during the "One S'More Time" section	Hidden in an object just to the right of the entrance to the elevator room.	Times Square, during the "One S'More Time" section	First battery puzzle.
	Electrokinetic Specter	Times Square, during the "One S'More Time" section	Hidden in an object in the small room you start in.	Times Square, during the "One S'More Time" section	During the second battery puzzle encounter in the elevator room.
	Electronic Wisps	Times Square, during the "Goin' Up!" section	Hidden inside a beanbag chair in the looping hallway where a Construction Ghost hides in various objects.	Times Square, during the "Goin' Up!" section	In the first arcade machine encounter room at the end of the first hallway.
	Entropic Bias	Hotel Sedgewick (second visit), during the "Phantom Labyrinth" section	Hidden inside a bench near a crystal gate.	Hotel Sedgewick (second visit), during the "Phantom Labyrinth" section	Mobile crystal gate.
	Ethereo-Spatial Rift	NYC Public Library, during the "Welcome to the Gozerian Public Library" section	Hidden inside a bookshelf in the area where you begin the level.	NYC Public Library, during the "Get Her!" section	In the lowest part of the basement after defeating the Transmogrified Gray Lady.
	Extraplanar Obelisk	Museum, during the "Show Time" section	Hidden in an object in a corner of the main exhibit room.	Museum, during the "Show Time" section	Main exhibit area.
	Flaming Skulls	Museum, during the "Stumbling Along the Trail..." section	Hidden inside a very small animal statue at the top of the stairs, just after the skull room en route to the Egyptian section.	Museum, during the "Stumbling Along the Trail..." section	In the Egyptian exhibit.
	Gargoyles	Central Park Cemetery, during the "No Rest..." section	Hidden inside a monument near a Gargoyle attack.	Times Square, during the "Top Floor: Hauntings, Demons..." section	Outside the windows just before Stay Puft attacks through a broken wall in the side of the building.
	Ghost Snares	NYC Public Library, during the "Get Her!" section	Hidden in a bookshelf in the maze area before the sorting room.	NYC Public Library, during the "Get Her!" section	In the book maze.
	The Gozerian Codex	NYC Public Library, during the "Get Her!" section	In a hidden passage near where you start the level.	NYC Public Library, during the "Get Her!" section	Just after going down the first set of rooms, in the ghost ambush room.
	Gozerian Servitor	Central Park Cemetery, during the "No Rest..." section	Hidden in a small monument in the Gozerian Servitor encounter arena.	Central Park Cemetery, during the "No Rest..." section	In the Gozerian Servitor encounter arena just after the Spirit Lock puzzle.
	Grave Golems	Central Park Cemetery, At "Shandor's Door" section	In a corner of the first (from the entrance of the level) hallway leading away from the mausoleum.	Central Park Cemetery, during the "At Shandor's Door" section	Gravedigger-Imp-Grave Golem door piece encounter arena.
	Grave Scuttlers	Central Park Cemetery, during the "No Rest..." section	Hidden in a coffin in the underground tunnels, near a Grave Scuttler ambush.	Central Park Cemetery, during the "No Rest..." section	In the underground tunnel just after the dancing skeleton puzzle.
	Gravedigger Ghosts	Central Park Cemetery, during the "No Rest..." section	Hidden inside a monument where Imp Demons and Gargoyles attack you, in a side room off of the maze area.	Central Park Cemetery, during the "No Rest..." section	Spirit Lock maze after the under-ground tunnel section.
	The Gray Lady	NYC Public Library, during the "Hardcover Ghost Stories" section	Hidden inside a bookshelf in a room just before the second stairwell leading down.	NYC Public Library, during the "Get Her!" section	Lowest point of the Library's basement, before triggering the Transmogrified Gray Lady encounter.
	Hotel Phantasms	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Hidden in a supply shelf at the start of the kitchen area.	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Spirit Lock at the ballroom entrance encounter.

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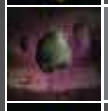
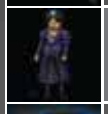
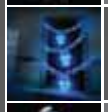
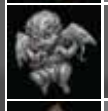
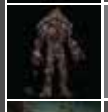
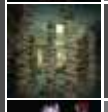
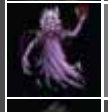
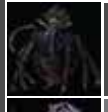
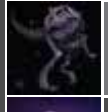
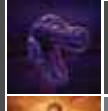
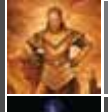
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	Hound Demons	Museum, during the "Tyrannosaurus Pest" section	Hidden in an object in a corner of the main exhibit room, on your right as you enter the room.	Museum, during the "Tyrannosaurus Pest" section	Main exhibit area.
	Imp Demons	Central Park Cemetery, during the "At Shandor's Door" section	Hidden inside a monument in the Imp and Grave Golem encounter room.	Central Park Cemetery, during the "No Rest..." section	Red Gravedigger encounter during the Spirit Lock puzzle.
	Imbued Spirit Vessel	Firehouse (after Times Square)	In the firehouse basement.	None	Given to all new profiles.
	Kitchen Wisps	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	In the kitchen, hidden inside the table blocking the exit.	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	In the kitchen area.
	Library Phantasms	NYC Public Library, during the "Get Her!" section	Hidden inside a stack of books in a corner of the sorting room.	NYC Public Library, during the "Hardcover Ghost Stories" section	Main reading room.
	Literature Page Zombie	NYC Public Library, during the "Ghoul of Your Dreams..." section	In a computer room in the children's section.	NYC Public Library, during the "Get Her!" section	Microfiche reader room just after the book maze.
	Malevolent Echoes	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	In the stairwell where the manager is hiding, but only after the manager's cinematic.	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Main hotel lobby area, after finding the manager.
	Mandala	Hotel Sedgewick (second visit), during the "Squish the Spiderwitch" section	Hidden in a table in the center of the normal ballroom. (Don't be slow!)	Museum, during the "Tyrannosaurus Pest" section	On the center of the floor of the main exhibit area, before the T-Rex boss fight begins.
	Marshmallow Minions	Times Square, during the "Top Floor: Hauntings, Demons..." section	Hidden inside a crate in the generator room.	Times Square, during the "One S'More Time" section	In a small room just after the Spirit Lock encounter.
	Mayan Mannequins	Museum, during the "Stumbling Along the Trail..." section	Hidden inside a display case in the Mayan Pyramid room.	Museum, during the "Stumbling Along the Trail..." section	In the Mayan exhibit.
	Negatively Charged Ectoplasmic Residue	Museum, during the "Boogers and Boogeywomen" section	Near Black Slime pools in the next open room you reach after leaving the basement vehicle entrance.	Museum, during the "Boogers and Boogey-women" section	Just after leaving the basement vehicle entrance.
	Negatively Charged Ectoplasm Source	Museum, during the "Stumbling Along the Trail..." section	Hidden inside a low bench in the room where you reassemble the sundered Egyptian well cover.	Museum, during the "Stumbling Along the Trail..." section	In the Egyptian exhibit, well, and sun disk room.
	Non-Anthropomorphic Conglomerate	Central Park Cemetery, during the "No Rest..." section	In the rolling ball's room.	Central Park Cemetery, during the "No Rest..." section	Rolling ball tunnel just after the Gozerian Servitor encounter.
	Paranormal Investigator (Ray)	Shandor's Island, during the "Through the Good Slimes..." section	Hidden inside a locker inside the small side room Black Slime Scuttlers ambush you from on the way to Peter's room.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Hotel lobby after player gains control.
	Paranormal Investigator (Egon)	Shandor's Island, during the "Through the Good Slimes..." section	Hidden inside a science table on the second floor of the room Egon is being held in.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Hotel lobby after player gains control.
	Paranormal Investigator (Peter)	Shandor's Island, during the "Through the Good Slimes..." section	Hidden inside a locker on the second floor of the room Peter is being held in.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Hotel lobby after player gains control.
	Paranormal Investigator (Winston)	Shandor's Island, during the "Through the Good Slimes..." section	Inside an empty cell in the prison area Winston is being held in.	NYC Public Library, during the "Hardcover Ghost Stories" section	In the library lobby after player gains control.

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	Phantom Architectural Remnants	Museum, during the "Show Time" section	Hidden inside a low bench in a room with a hidden door and red and purple paintings, just before the end of the level.	Museum, during the "Show Time" section	"Dead end" room after the Possessor encounter at the main exhibit.
	Phantom Craftwork	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	Hidden in an object in a corner of the kitchen to the right of the oven.	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	In the center of the kitchen when you enter.
	Phantom Labyrinth	Hotel Sedgewick (second visit), during the "Phantom Labyrinth" section	In a dead end hallway that runs off of the main looping hallway.	None	Given to all new profiles.
	PKE Resonant Motility	Hotel Sedgewick (second visit), during the "The Mysterious 13th Floor" section	Hidden inside a chandelier on the "floor" of the upside-down room with moving platforms and giant, demonic masks.	NYC Public Library, during the "Get Her!" section	Flooded room.
	Plasmic Resonance	Museum, during the "Boogers and Boogeywomen" section	In a crate next to an arcade machine in a storage area.	Museum, during the "Boogers and Boogeywomen" section	Storage room after the first encounter with the Wayward Possessor.
	Poltergeist Effect	NYC Public Library, during the "Ghoul of Your Dreams..." section	Hidden inside a crate slightly behind where you begin the level.	None	Given to all new profiles.
	Possessed Objects	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	Main hallway, in an alcove to your right side as you move forward to the bar where you fight the Sous Chef.	Hotel Sedgewick (first visit), during the "My Condolences to the Chef" section	In the bar during the Sous Chef battle.
	Printer Paper Zombie	Times Square, during the "Goin' Up!" section	Inside a marshmallow pile in the second arcade machine encounter room.	Times Square, during the "Goin' Up!" section	Room you begin the level in.
	Psychokinetic Atmospheric Influence	Central Park Cemetery, during the "No Rest..." section	Hidden inside a monument in the first room with the dancing skeleton puzzle.	None	Given to all new profiles.
	Psychokinetic Biological Inhabitation	Museum, during the "Boogers and Boogeywomen" section	Hidden in a crate in a corner of the hallway after the second Wayward Possessor encounter.	Museum, during the "Boogers and Boogeywomen" section	Beginning of the second Wayward Possessor encounter.
	Psychokinetic Door Manipulation	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	Hidden in an object in a corner of the ballroom to the right of the exit.	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	Ballroom exit, before defeating Slimer.
	Psychomagnatheric Ectoplasm	Shandor's Island, during the "Through the Good Slimes..." section	Hidden inside a locker in the room Peter is being held in.	Shandor's Island, during the "Shandor's Island" section	Small slime tanks that aren't green or black.
	Shandor, Ascendant	Central Park Cemetery, during the "Ghostbuster vs. Shandor..." section	Behind you when you start the level.	Central Park Cemetery, during the "Ghostbuster vs. Shandor..." section	If you need a hint for this one, I don't know what to say.
	Shandor, Gozerian Sorcerer	Central Park Cemetery, during the "Knock! Knock!" Section	Behind a pillar just to the right of Illysa's altar.	Central Park Cemetery, during the "Knock! Knock!" section	This shouldn't be a challenge.
	The Skeptic	Museum, during the "Show Time" section	Hidden inside a couch just after where you begin the level.	Museum, during the "Show Time" section	Main exhibit area.
	Slime Lab Elementals	Shandor's Island, during the "Through the Good Slimes..." section	Hidden in a science table on the second floor of the Slime Lab Elemental encounter arena.	Shandor's Island, during the "Through the Good Slimes..." section	In the Slime Lab Elemental encounter arena.
	Slimer	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	Hidden in an object in a corner of the ballroom to the left of the exit.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Second visit to the hotel lobby.

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Entity/ Phenomenon	Name	Art Page Level	Art Page Hint	Scan Level	First Scan Hint
	Snot Hags	Museum, during the "Boogers and Boogeywomen" section	In an alcove in the room where you first encounter a Snot Hag.	Museum, during the "Boogers and Boogeywomen" section	Shortly after finding and releasing the Curator.
	Sous Chef Ghosts	Hotel Sedgewick (first visit), during the "That Wasn't Such a Chore" section	In the hotel lobby, behind the front desk.	Hotel Sedgewick (first visit), during the "Old Habits Die Hard..." section	Second visit to the hotel lobby.
	Spectral Spawning Husks	Hotel Sedgewick (second visit), during the "The Mysterious 13th Floor" section	Hidden inside a couch in a corner of the first large room in the level.	Hotel Sedgewick (second visit), during the "The Mysterious 13th Floor" section	Inside the first large room after the start of the level.
	Spider Scuttlers	Hotel Sedgewick (second visit), during the "The Mysterious 13th Floor" section	Hidden in a bench in the second hallway after the start that leads to a 90-degree rotated (upward) dead end.	Hotel Sedgewick (second visit), during the "This Place is Dead..." section	Hallway between ballroom and kitchen.
	Spiderwitch	Hotel Sedgewick (second visit), during the "Phantom Labyrinth" section	In the room where the Spiderwitch opens a portal.	Hotel Sedgewick (second visit), during the "Squish the Spiderwitch" section	Spiderwitch boss encounter, Phase 3.
	Spirit Locks	Times Square, during the "Top Floor: Hauntings, Demons..." section	Hidden in a molten-looking marshmallow pile in the encounter after opening the generator-locked gate.	Times Square, during the "One S'More Time" section	Just after Boson Darts are unlocked.
	Stay Puft	Times Square, during the "Top Floor: Hauntings, Demons..." section	Inside an object in the broken-walled room Stay Puft tries to grab Illysa from.	Times Square, during the "Top Floor: Hauntings, Demons..." section	When Illysa is attacked.
	Stone Cherubs	Central Park Cemetery, during the "No Rest..." section	Hidden in a torch in the room with the rolling ball.	Central Park Cemetery, during the "No Rest..." section	Rolling ball tunnel, after the ball is freed.
	Stone Elementals	Central Park Cemetery, during the "At Shandor's Door" section	Hidden in a bench in the Stone Elemental encounter room.	Central Park Cemetery, "At Shandor's Door" section	In the Stone Elemental door piece encounter arena.
	Symmetrical Stacking	NYC Public Library, during the "Get Her!" section	Hidden in a microfiche reader in the room just before the sorting room; lots of stacked books are nearby.	NYC Public Library, during the "Get Her!" section	Microfiche reader room just after the book maze.
	Transmogrified Gray Lady	NYC Public Library, during the "Get Her!" section	Pile of smoldering logs in the Transmogrified Gray Lady encounter arena.	NYC Public Library, during the "Get Her!" section	During the Transmogrified Gray Lady encounter.
	Transmogrified Spiderwitch	Hotel Sedgewick (second visit), during the "Squish the Spiderwitch" section	Hidden in a table in the center of the normal ballroom (don't be slow!).	Hotel Sedgewick (second visit), during the "Squish the Spiderwitch" section	Spiderwitch boss encounter, Phase 1.
	T-Rex, Black Slimed	Museum, during the "Tyrannosaurus Pest" section	Hidden in a potted planet in a corner of the main exhibit room.	Museum, during the "Tyrannosaurus Pest" section	T-Rex boss fight in main exhibit area, Phase 1.
	T-Rex Skull, Black Slimed	Museum, during the "Tyrannosaurus Pest" section	Hidden in a large Gozerian statue in a corner of the main exhibit room.	Museum, during the "Tyrannosaurus Pest" section	T-Rex boss fight in main exhibit area, Phase 2.
	Vigo, the Carpathian	Shandor's Island, during the "Shandor's Island" section	In a back corner of the room you start the level in.	None	Given to all new profiles.
	Wayward Possessors	Museum, during the "Show Time" section	Hidden inside a locker in a security room before the main exhibit area.	Museum, during the "Boogers and Boogeywomen" section	After second set of Black Slime pools.

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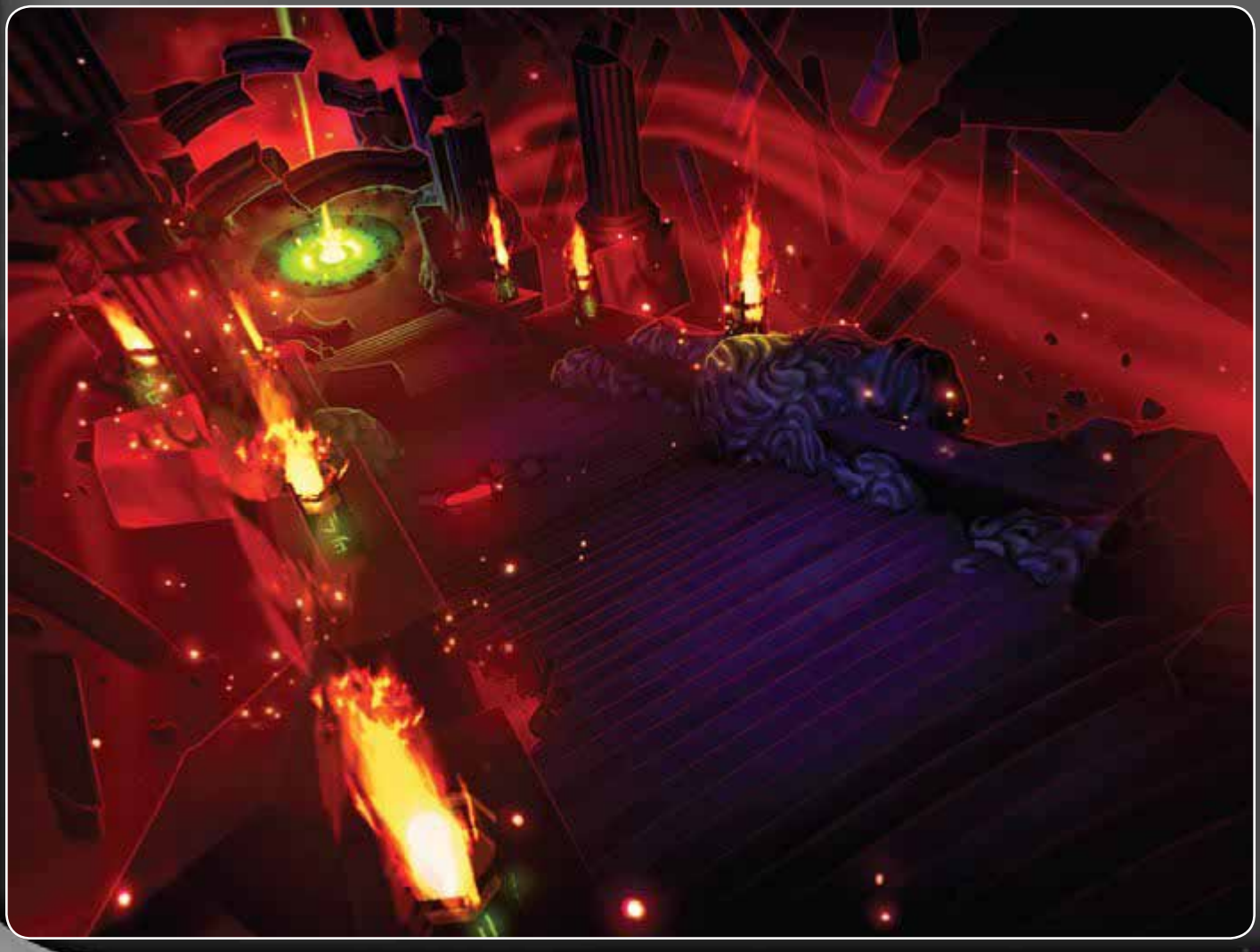


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